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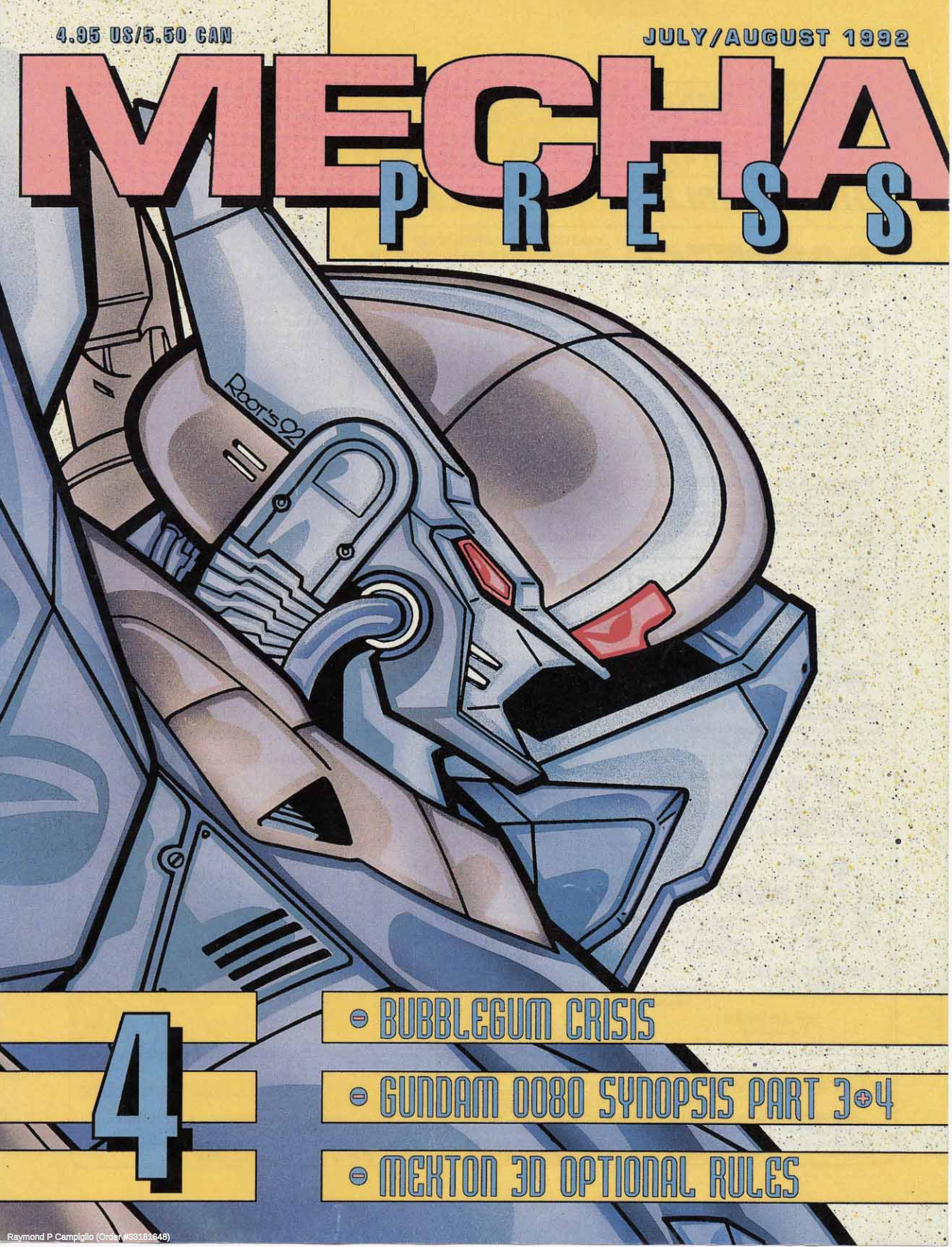

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EDITORIAL

WOMEN, ACTION AND VIDEO TAPE

by Etienne Gagnon

There are subjects that will always catch the attention of men. These two subjects are women and action. (Some people would put violence instead of action but I won't). Animation producers understood this a long time ago. Still, action being a part of everybody's lives and relations between men and women being the only subject that did not change and is still the most talked about, it is not very hard to understand why.

To those wanting to tell stories about it, animation brings new opportunities. First, you can draw your female characters the way you want and secondly, you don't really care about limits on special effects. These two advantages of animation over live-action led to "Bubblegum Crisis".

There is another trait of the male psychology that always amazed generations of women, that is, to put it plainly: "What does he see in her anyway?". A good example of this is our main subject this issue: Bubblegum Crisis. That series contains the two characteristics I mentionned before, namely:

1- Very cute girls. 2- A lot of action.

By including these aspects in the story, the producers were sure to catch the attention of a very large portion of the male audience. Now, some people see a problem with this, mainly because they think that it is using women to carry a message they consider to be violent and carries bad values.

This is a very touchy subject in our society right now. Does violence in society come from violence in the media or is the violence in the media just a reflection of our society?

Personally, I think violence on television, in the movies, in our beloved animations is more an expression of the society's tensions. Is it such an important problem as some people would make us believe?

Personally, I think not. Let's not forget that a show is a show. Fantasies are, after all, just fantasies. Stories from all times and all societies always involved a lot of action, adventures, and always had beautiful women. That we are now making up stories with cute girls with guns is not the expression of suppressed violence towards women but just an evolution of old traditions.

So please don't anybody feel bad if they like such shows as Bubblegum Crisis, Dominion, Iczer-one and so many others. After all, it's just for fun, isn't it?

Until next time

Etienne Gagnon

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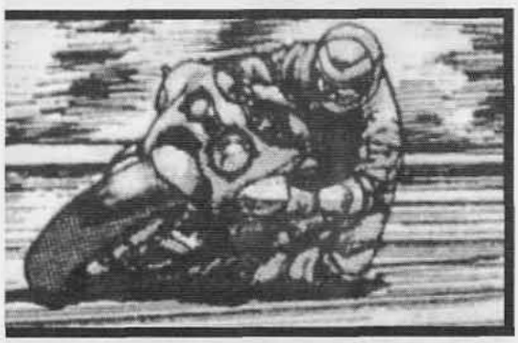
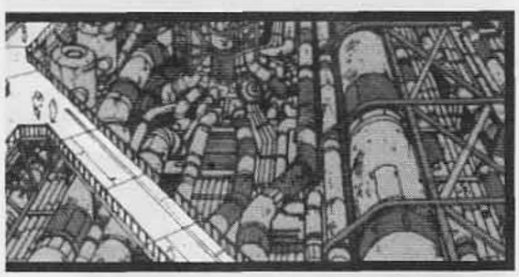
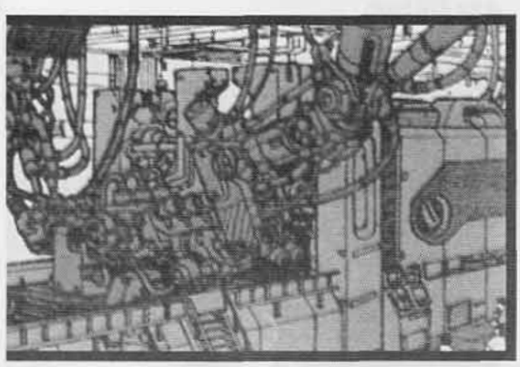
WHAT'S BUBBLEGUM CRISIS?

by Martin Ouellette







Bubblegum Crisis is a grim, violent story set in a dark and gloomy future, with its heroes fighting a desperate battle against one of the most evil mega-corporation ever to exist. But it's also a series of OVA about four pretty girls wearing weird but cool powersuits (complete with high heels!), big androids who can burst out of their skin and plenty of freaked out destruction. As for the silly name, it's self-explanatory, isn't it? The crisis gets bigger and bigger until it blows up in your face!

Bubblegum Crisis was created by Studio Artmic's president Toshimutsu Suzuki, who conceived a world with wealth and poverty at their extremes (not totally different from ours, I'd say). If we look at the series, it is evident that Suzuki and his designers were greatly influenced by one of American film director Ridley Scott's masterpieces: "Blade Runner", starring Harrison Ford. A little less known fact is that "Blade Runner" wasn't the sole source of inspiration for Bubblegum Crisis, the other being the rock video "Go" by the group "Asia". But still, "Blade Runner" is the main influence for both the setting and concept of Mega-Tokyo, the boomers, the "Genom" corporation (right down to the look of the building!) and even the Sexaroid boomers which are nothing more than "Replicants" when you think about it.

First released in 1987 by Toemi (Toshiba Emi), Bubblegum Crisis was an instant success. How could it have been otherwise, with Studio Artmic/Youmex doing the mecha and character designs? Everyone had already seen what those guys could do mechawise with "Gall Force", "Megazone 23" and even "Genesis Climber Mospeada" (here's something very few people know), also known as "The New Generation" by R_____h fans. Kenichi Sonoda who had already proven himself an incredible character designer with "Gall Force" handled the character designs for BGC and thus became an instant celebrity. Following the unbelievable success of the OVA, the merchandizing for BGC went full steam ahead with books, character figure models (but no mecha: major omission there!) and even music videos with the original songs from the OVA, playing to sequences of the animation (one of the videos even contains live footage from a show starring the voice actors of BGC, singing on stage!).

For a long time, BGC was available in Japanese only. That sometimes caused major problems when the story got complicated (like in episode 5, how could you possibly guess that Sylvie is not human?) Now with "Animeigo" having released all eight episodes subtitled in English, the stories are finally comprehensible to a non-Japanese audience. Bubblegum Crisis will certainly be even more popular than ever with North American fans. Enjoy it for what it is: one of the best OVA series ever!

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GENCON 92

by Marc-Alex Vézina

GenCon, the annual mega game show sponsored by TSR inc. was held on August 20 to 23 at the Mecca Convention Center in Milwaukee. As for the past years, all the major and up-and-coming gaming compagnies where there to present their new products and sell their existing lines. Ianus Publications was no exception: under our new label Dream Pod 9, we released our first gaming product, Night's Edge, a sourcebook for the acclaimed Cyberpunk system.

The show was a big success, as several thousands of people assaulted the place to look at the marvels uncovered for them. Surprisingly, video games were everywhere, most of the time in multi-players net system for well-known games. The Mechwarrior combat on the GEnie network was one of the most popular events, with Solaris style matches projected in real time on a giant screen.

TSR inc. had a giant castle for a booth. It dwarfed everything in sight, with only the Shadowrun mural as a competitor. Of course, it was packed with the fantasy-gamer crowd. Palladium was there too, with nothing more than a big table covered with books, mainly Rifts.

As stated before, FASA had a Shadowrun mural suspended above their booth. The second edition of the magic and machine game was one of the highlights of the show as the limited, GenCon only hardcover edition was signed by the authors and artists. Battletech wasn't left behind, with all-day participation games and video presentation of the BTech Center refit. [A side note: our staff was able to try out the new pods. Totally awesome!] Another interesting item was the Japanese version of BTech, with totally redesigned Mech by Studio Nue. Rest assured that an article on the BTech Center and the Japanese version will appear in a near-future issue!

The Ogre is back! The classic cybertank game from Steve Jackson Games was re-released for use with miniatures from Ral Partha (who released beautiful BTech OmniMech models too. Watch MechaModel in MP6). The other games were well represented by demos and models. We have to report the presence of a modeler who built BIG gaming vehicules and accessories at the SJG booth: he brought with him his 25mm scale Ogre mk5, a monstrous Warhammer from BTech and several weapons and miniatures for Car Wars.

Chaosium had an unusual approach to marketing for their Call of Cthullu game. In this election year, their slogan was: "Don't settle for the lesser evil, Cthullu for president!". Most people present carried the official badge. Maybe it's a message for the White House?

R.Talsorian games were running hugely succesful demos of their newest game, Dream Park. We also saw a revival of the Mekton system, mostly due to the release of the Mekton TechBook, which will be available next month. RTG officials confided that Mekton will be given more attention in the near future with the release of several sourcebooks and adventure packs, both from RTG and Dream Pod 9. Cyberpunk is not forgotten, with Protect and Serve (the cop manual) and the second Chrome Book. There was also hints of the next Talsorian project, code named "Banana Slugs". Our inquiries only turned up enigmatic smiles; guess we'll have to wait and see.

The canadian miniature compagny Rafm was near the RTG booth, selling their new Cthullu and Mekton miniatures. They were kind enough to give us a few samples: watch for the incoming review in Mecha-Press 6, just in time for Christmas...

The weird and wonderful Jorune game is making a comeback, both as a roleplaying and computer game.

Grenadier was there with the new Kryomek sci-fi wargame. Neat miniatures for the biomechanical fans. They also had the Fantasy Forge line of resin tanks and walker machines, all in 25 mm scale, again for the Kryomek system.

The giant from England, Games Workshop had a booth which looked like a distribution center. Their extensive line of games and models were featured, with demos running in a separate booth. The highlight was on the WarHammer 40K universe which was extremely popular in the wargame hall.

Leading Edge had a discreet booth with a lot of Living Steel products: this powersuit game is probably the best known item from LE. Alien and Phoenix Command were also well represented.

Iron Crown Enterprises was there, with a lot of miniatures for their fighter game Silent Death.

The entire staff of Seventh Street Games had travelled from California to present their game of Japanimation mechanised combat, Mecha!. They ran full-blown demos throughout the convention, sparking enthousiasm in gamers and spectators alike. We also catched a glimpse at the upcoming product from SSG: Mecha Aces, a new background and sourcebook for Mecha!, Combat! the game of powersuited infantry (fully compatible with the main system) and the Return of Quetzacoatl, another sourcebook for the succesful Spirit Warrior Empire universe. There was also hints of a starship game for next summer. It will of course be fully three dimensional and use the famous BattlePoles.

The rest of the convention center served as playing area for the wargamers (west wing), the roleplayers (east wing) and the try-out-your-new-stuff crowd (second floor). The tournament games were held in closed rooms on the second floor, too.

All in all, GenCon '92 was an incredible experience. We made new friends, learned many things, and elaborated several projects which you will hopefully benefit in the future.

South-east corner of the main hall.

Gamers checking out the latest releases from R. Talsorian Games.

Kargans vs Elarans: a Mekton demo game at the RTG booth.

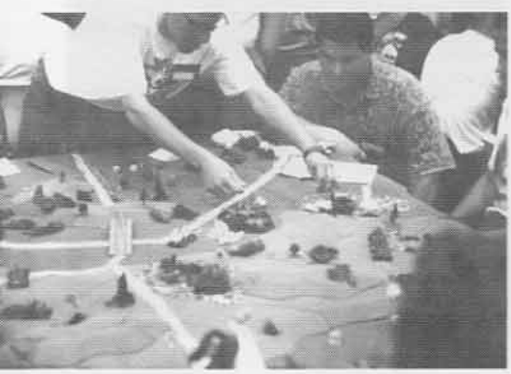
FASA Corp.'s booth, minutes before the opening of the show. Note the Shadowrun mural in the background.

Raymond P Campiglio (Order #33181648)

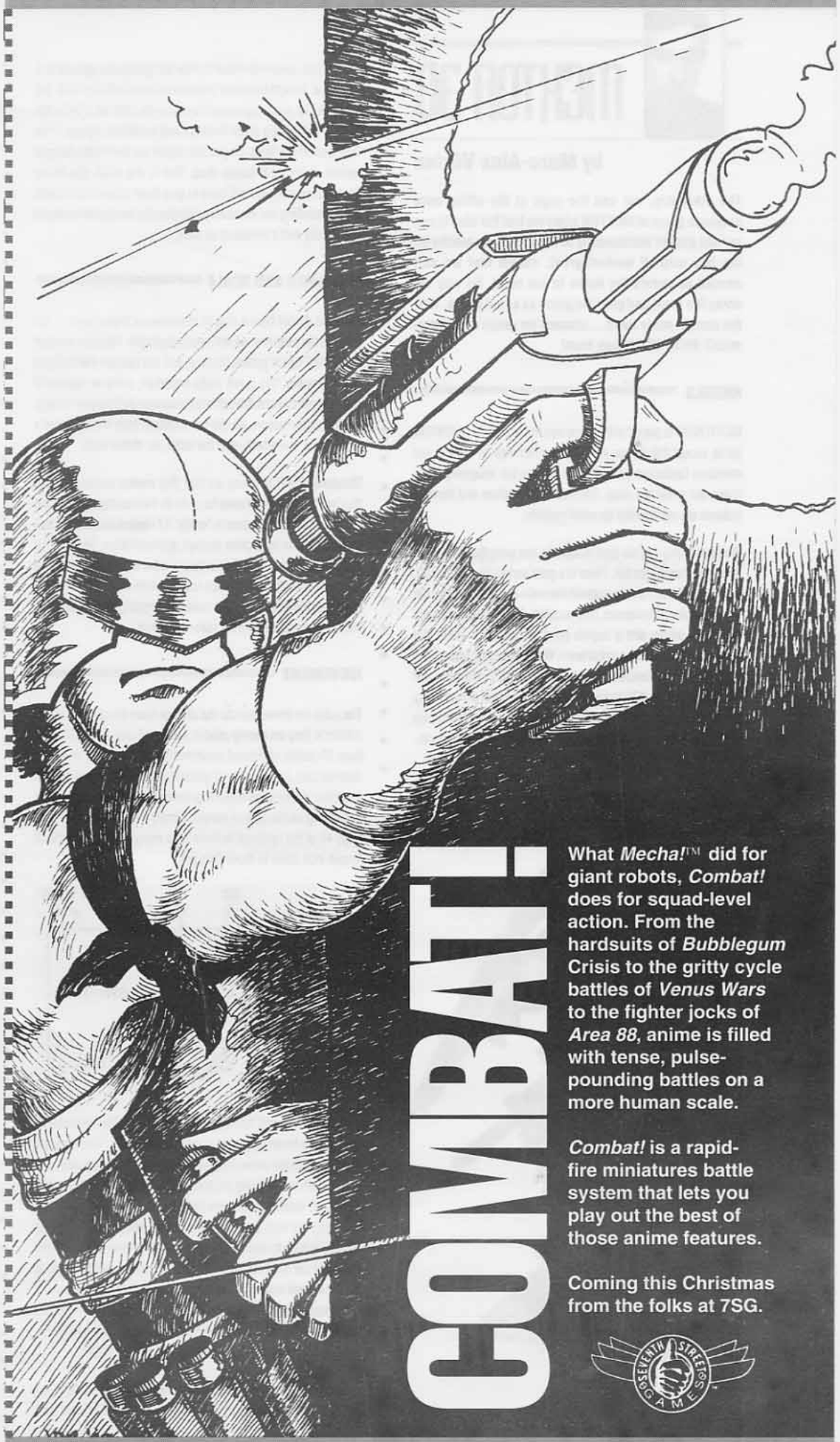
A scratchbuilt Warhammer by David S. Hyde, displayed at the Mech Force booth.

Seventh Street Games' staff make sure their booth is ready for the big opening.

The set-up for an Aztec-style space battle is being readied in the wargaming hall.



"Fire the main battery!" An Ogre vs Ogre demo game at the Steve Jackson Games' booth.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Combat! is a rapid-fire miniatures battle system that lets you play out the best of those anime features.
Coming this Christmas from the folks at 7SG.
SEVENTH STREET GAMES

MEKTON 3D

by Marc-Alex Vézina

The other day, me and the guys at the office were playing a game of MEKTON when we had the idea to use our old plastic battlemechs to represent our mecha on the hex map. It worked great, except that we still needed to picture the battle in our mind. So why not scrap the map, and play the game as a real battle, with the correct scale (well... almost) for range and movement? MEKTON 3D was born!

MODELS

MEKTON 3D is played in the same way as the standard MEKTON game, except that we use an imaginary hex map on top of a real miniature landscape instead of the reverse (an imaginary landscape and a real hex map). The mecha themselves and the land features are represented by small models.

We have found that the best models to use were those between three and four inches tall. There is a great variety of suitable kits, both in plastic and exotic material like resin or metal (look for the all-new Mekton miniatures, they're cute!). At this height, you can put many details and a superb paint job on them while still fielding an impressive combat team. We usually play with mecha from the 1/220 Gundam model line, the 1/200 Macross and Dougram, or the 1/170 Macross kits. These models are very easy to find, are rugged, and are fun to modify! We sometimes play with bigger models (see pictures), but then we double all measures and allow only one or two mecha per player.

At this scale, even individual human beings can be represented. Of course, it might be harder to find miniatures to fit the scale, but it is possible: some Japanese kits exist in as small as 1/144 scale and Ral Partha has some troopers and powersuit figures in its Ogre and BTech lines. Or you can check out the model railroad section of the local hobby shop. Due to the small size of the figures, however, you will have to glue them to oversized bases to ease handling and measuring. Powersuits can also be modeled using putty and a miniature as base.

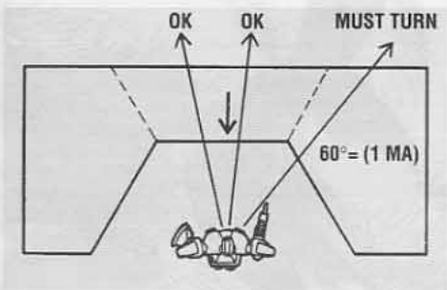
MEASURES AND SCALE

Since we do not have a map to measure our movements or the range of the weapons, we will need a tape ruler. We have decided to use the English system (inches), but you can use metric if you prefer. Anyway, this is not really important, since we wanted to have fun, not to recreate a battle to the nearest inch (or centimeter). For the same reason, we did not measure each model to get a "scale" hex. Everybody gets the same, no matter what.

Standard MEKTON hexes are fifty (50) meters across, and are divided in two-meter hexes for man-to-man combat. Assuming our four-inch tall Gundam is "really" 17 meters tall, our hex will be 12 inches wide: a close enough approximation. Bending the rule a little, we put 24 man-size hexes in the length of each mecha hex instead of 25, so that each is a half inch wide. When we are using our big models (1/144 scale and bigger), we play with 24-inches hexes and one-inch man-size hexes.

MOVEMENT

The rules for movement do not change from those given in the rulebook: they are merely used in a different way. Each MA point buys 12 inches of forward movement in clear ground, or a sixty degrees turn, or 12 inches of up/down altitude change (more on that later). Moving on difficult ground will of course cost more, depending on the type of terrain. Simply use the multipliers on page 40 of the rulebook to know how many "inches" a difficult terrain inch costs to move through.



The attack arc is still 180 degrees in your front side, but since we do not have hexes to guide us, we use a template. This template is placed with the arrow lined up with the front of the model, and serves both for the firing arc and for facing change. Players may move their machine anywhere (in a straight line, of course) in the sixty-degrees front arc without paying any MA points for turning, assuming they do not change their facing. Otherwise, it costs one MA point per sixty-degrees (or part of) that the mecha turns, as per the normal rule. We have included a template, but because of space restrictions, it is printed four times smaller than it should be. Use a copier with an enlargement feature to print it to 400%, then glue it to a piece of stiff cardboard and cut it out.

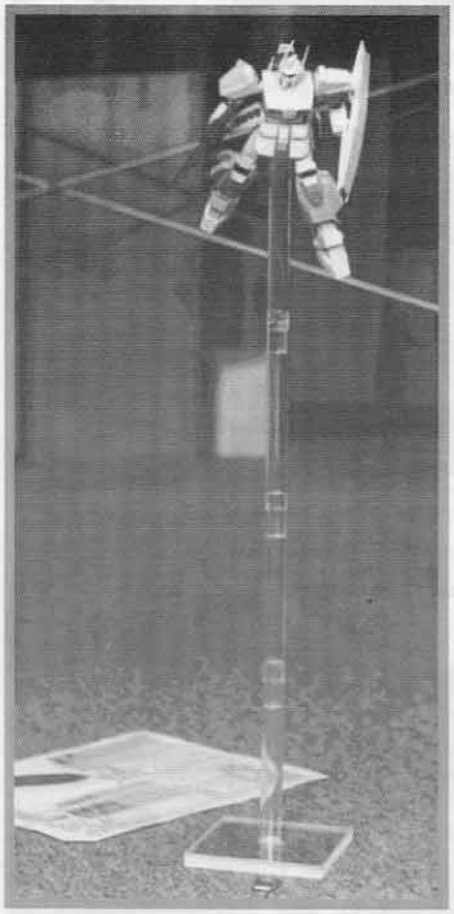
For aerial movement, we use clear acrylic poles to hold our models in the air: not only is it visually explicit, it is also quite

spectacular! You can make your own poles from wood dowels (painted black or light gray) or plastic tubing, with an inch scale painted on the side in a contrasting color: see illustration. There are also some commercially available poles from Seventh Street Games, which come in sections to allow easy altitude change. (See picture)

RANGED COMBAT

Line of sight: some players use strings to check the line of sight. We use an even simpler method: we drop to the floor behind our model to see what it sees!

If you can see the enemy, you can shoot him. If you see only half of your enemy, then he is in partial cover, and so on. We generally use our good judgement when it comes to line of sight situations.



Raymond P Campiglio (Order #33181648)

In certain contested cases, we use a string running from the "sensors" of the attacking model to the targeted part of the enemy. If the string intersects any part of the scenery, line of sight is blocked, unless the obstruction is transparent (like a wire fence). And if you really, really cannot decide, seek outside help.

Range: no change here. Just remember that one hex is 12 inches. Half-range and quarter-range are now even easier to measure.

For example, the laser gun maximum range is 12X8: 96 inches, or 8 feet. Half-range is 4 feet. Measure from the gun barrel of the firing unit to the torso of the target.

Adjusted burst value: it still works, but instead of splitting the burst value between hexes, you split it between targets. Each target must be no farther than 6 inches from at least another one, simulating adjacent hexes. Other than that, the rule does not change.

PHYSICAL COMBAT

Physical combat rules do not change. However, the models representing the mecha engaged in hand-to-hand combat must be no further than 4 inches away from each other.

THE PLAYING FIELD

It is up to you to decide what sort of environment you will be fighting in. Will it be:

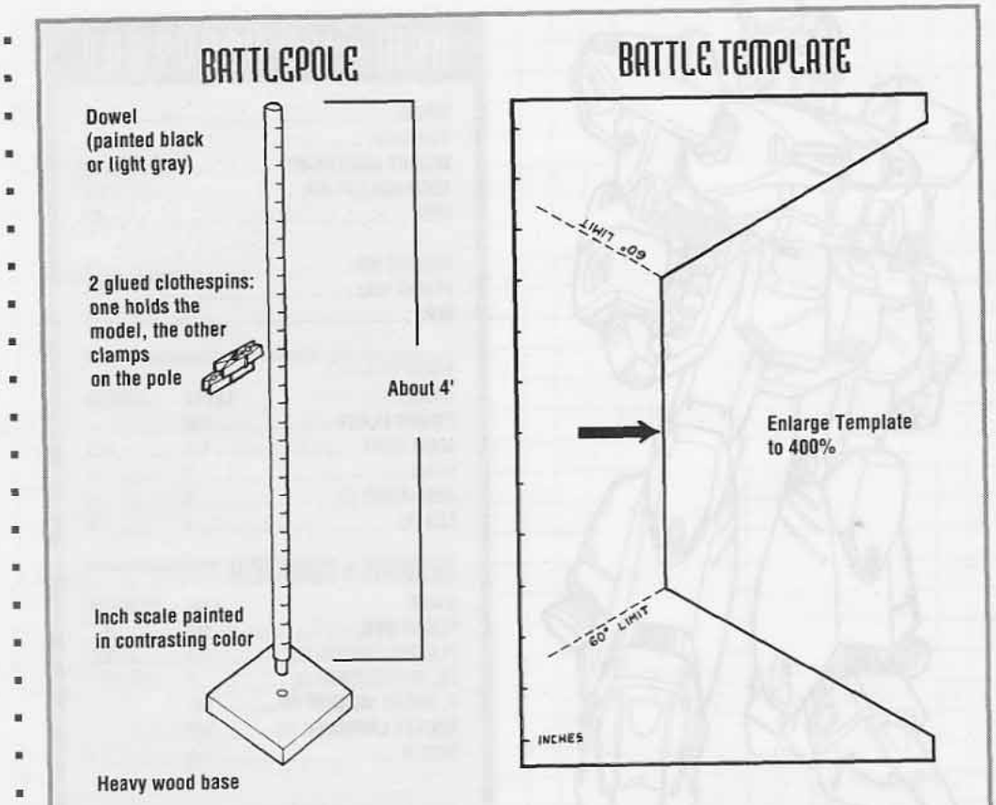
a simple background: the bare floor or table top, with maybe a few pieces of furniture or some boxes to represent elevations, cover and obstacles. Each box can have a Kill value or can be considered indestructible. Good for a quick arena style game: some of the obstacles could "withdraw" or "spring out" from the floor to add an element of surprise.

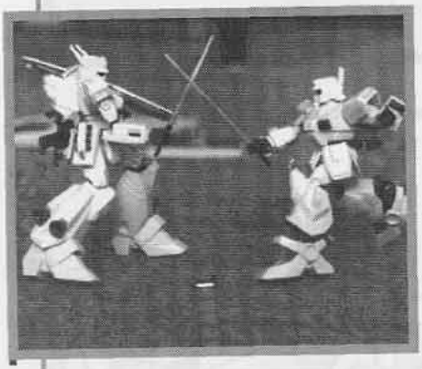
a moderate background: a big (and we mean BIG: mine is 6'X9') piece of canvas covering books piled to make small mountains, with simple cardboard houses, buildings, forests, lakes and streams, etc. Empty tin cans make a good looking refinery: just add a few fuel lines with wires or tubes. The modular terrain from Geo-Hex or terrain specialty can also help a lot. Good for most games.

the full background: a very complete layout, with scale building models, ruins, lichen clumps for vegetation, and so on. Water is represented by plastic sheets or bits of mirrors (don't break anything!). Buildings can be built out of cardboard, foamcore sheets or styrene. There is also a wide range of commercial kits. We like to build square sections of setting (city, town, factory, forest, etc) on strong cardboard sheets, complete with scale grass and everything; these sections can be combined to make any sort of battlefield. They can also be found in hobby shops or directly from the manufacturers (Geo-Hex, CRS, etc.)

In space, you can use irregular Styrofoam blocks (painted brown or gray) to make great asteroids, held aloft by the same pole as the mecha models; if you have the courage, you can even build some scale spaceships out of cardboard and spare parts!

In future issues of Mecha-Press, we may run articles on how to build scenery for such games, and we will surely run an article or two on kit conversions for MEKTON 3D. If you liked these rules, or would like to suggest an improvement, write to us!





MECHA DESIGNS ADAPTATION FOR MEKTON

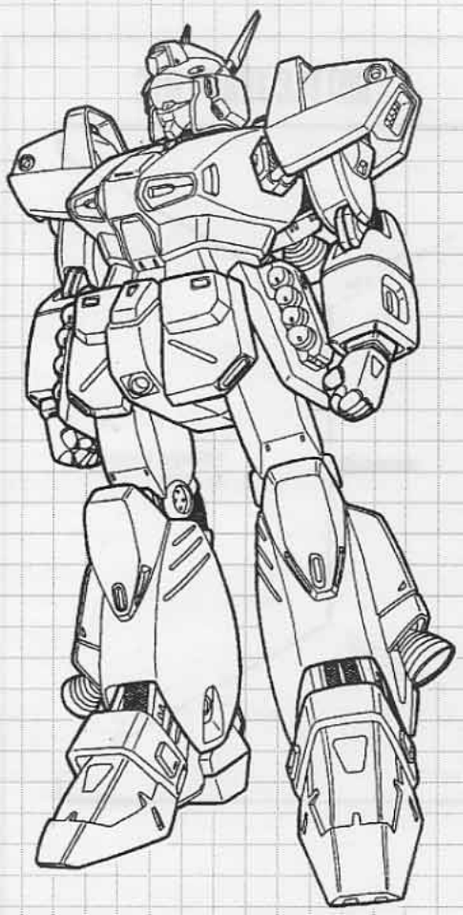
by Marc-Alex Vézina

The Heavy Gun and the G-Cannon are the standard trooper mecha of the Federation forces in the year U.C. 0123: they are widely seen throughout the movie "MS Gundam F-91". Descendant of the long-lived GM and Gun Cannon class, they are more adapted to their task than any other who came before them.

When Bandai produced the model kits for the movie, they made sure they received the best joint system available. Because of this, the Heavy Gun and the G-Cannon models can take almost any posture, something we really appreciate when playing Mekton using the 3-D rules described elsewhere in this issue. I tried to translate them accuratly in the game system, but I had to make a few concessions, most of them concerning the weapon systems.

The Heavy Gun is well armed for the job with a repeating beam cannon rifle (in fact two beam cannons firing in alternance through the same barrel), two small gatling in the forehead (like most GM), a shield and two beam sabers for close combat. Fire-and-forget rockets are added on either side of the waist to provide support fire: each canister contains 10 rockets, for a total of 40 per side. The canisters are discarded when triggered. The Heavy Gun's high technological rating allows it to carry a great deal of armor and weaponnery for its weight class, while still moving rapidly (a must in modern combat).

The version of the G-Cannon presented here differs from the standard model. It does not carry the big rotating autocannons on its shoulders, replacing them with thicker armor. It remains a dangerous opponent however: beside the usual machine guns in the head, each arm contains twin beam cannons firing together. Add the fact that the strong armor and the presence of two beam sabers create a deadly close-in fighter, and you have an opponent to recon with.



RGM-109 HEAVY GUN

NAME:	HEAVY GUN
TONNAGE:	23.4
WEIGHT MULTIPLIER:	1
TECH MULTIPLIER:	3.5
CPS:	82
GROUND MA:	7
FLIGHT MA:	15
MV:	-4

COMPONENTS

NAME	LEVEL	ARMOR
POWER PLANT	LW	-
MAIN BODY	MS	MS
HEAD	S	S
ARM+HAND (2)	S	S
LEG (2)	S	S

WEAPONS • EQUIPMENT

NAME	LOC	REMARK
FLIGHT SYS.	LL,RL,MB	JET
PLASMA CANNON (2)	RA	LINKED
LT. AUTOCANNON (2)	H	LINKED*
E. MELEE WEAPON (2)	MB	-
ROCKET LAUNCHER (2)	MB	-
SHIELD	LA	-

*Found in Road Striker II

F71 • GUN CANNON

NAME:	GUN CANNON
TONNAGE:	23.1
WEIGHT MULTIPLIER:	1
TECH MULTIPLIER:	3.5
CPS:	81
GROUND MA:	5
FLIGHT MA:	13
MV:	-4

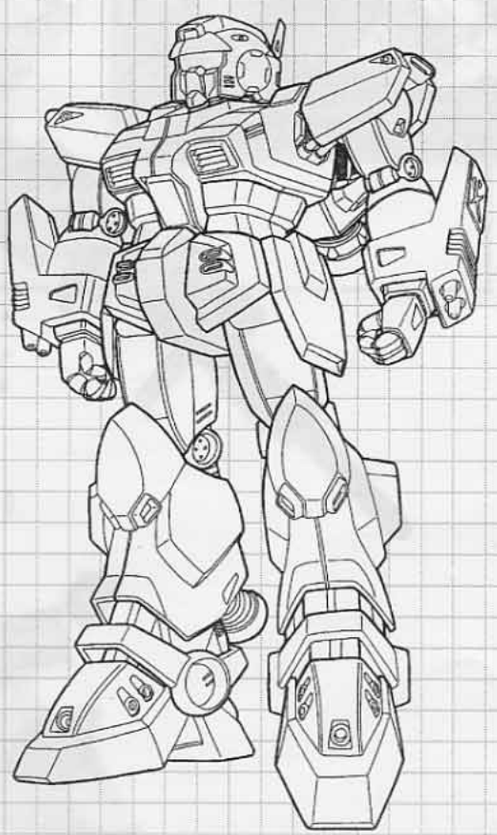
COMPONENTS

NAME	LEVEL	ARMOR
POWER PLANT	LW	-
MAIN BODY	MS	HS
HEAD	S	MS
ARM+HAND (2)	S	MS
LEG (2)	S	MS

WEAPONS • EQUIPMENT

NAME	LOC	REMARK
FLIGHT SYS.	LL,RL,MB	JET
LT. AUTOCANNON (2)	H	LINKED*
E. MELEE WEAPON (2)	MB	-
PLASMA GUN (2)	RA	LINKED
PLASMA GUN (2)	LA	LINKED

*Found in Road Striker II

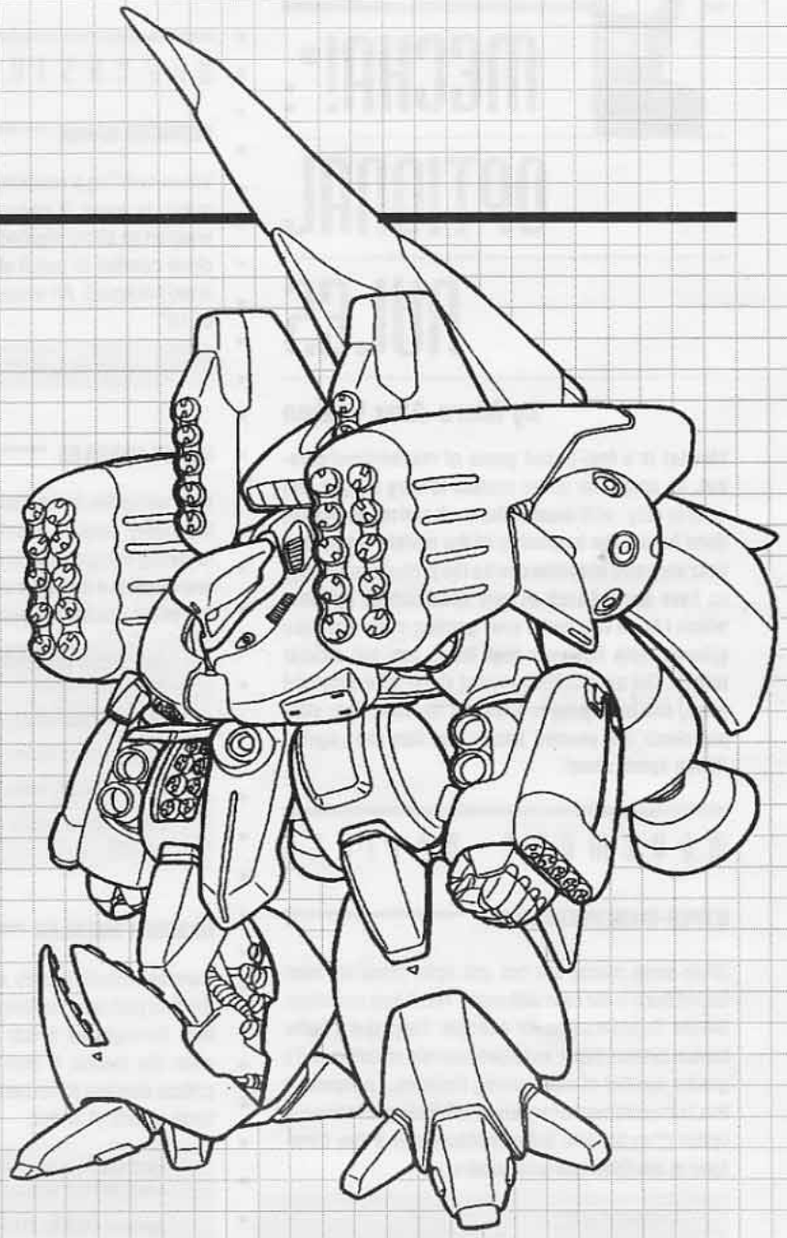


Raymond P Campiglio (Order #33181648)

MECHA DESIGNS ADAPTATION FOR MECHA!®

by Marc-Alex Vézina

AMX-102 ZUSSA



The AMX-102 Zussa is seen in the animated series "Gundam Double Zeta". It's one of the machines used by Masmir Cello (I'm really not sure about the name, though), one of the top officers of the Axis/Neo-Zeon forces.

I used the Zussa as a test bed for several of my new systems. The main armament is composed solely of missiles of various types, with an energy weapon for close combat. Since most missile types have a very long range, the mecha is lightly armored for his weight class. There is plenty of energy to launch the AP-hungry Heavy or Hammer missiles, or throw some grenades.

The pilot is assisted in his task by an Artificial Intelligence computer who acts as a gunner. Equipped with one ACS unit, it is almost a match for a normal crew member and can help the pilot launch a hellish assault.

The launching bays are scattered all over the body of the machine: Heavy missiles in the legs (with the energy sword), Hammer on the shoulders, EMP in the back-pack, Interception missiles in the hips and lower main body, with the pods over the arms and back-pack. The Phalanx is located near the head, on either side. Truly a foe to be reckoned with!

VEHICLE NAME: AMX-102 ZUSSA

Class: SUPER HEAVY
Point Value: 600

System Integrity:

Regular Armor:
Heavy Armor:

	Hum	Sur	Aero	AP ratio
Gr	12			3" / AP
Sk				-
Fl	24			8" / AP

Force Screen: N
Shield: N
Force Shield: N
Number of crew: 1

WEAPONS / BATTERIES:

	Description	Damage	Range	ROF	# in Battery
W1	Phalanx	-	10	6	-
W2					
W3					
B1					
B2					

Hand Weapon: N
Hand-to-Hand Options: P
Energy Weapon: Y
C D

MISSILES:
# of missiles

Bay 1	5
Bay 2	5
Bay 3	-
Bay 4	-
Bay 5	-
Bay 6	# of pods: -
	# of smoke pods: 2

Hull Configuration: Humanoid

Other Abilities: AI computer (1 ACS)

AMMUNITION RECORD SHEET

Booster Unit: N
#1
#2
#3
#4

Bazooka: N

Grenades: Y

HEAVY MISSILES

Bay 1	-
Bay 2	-
Bay 3	10
Bay 4	10
Bay 5	-
Bay 6	-
# of Pods:	2

HAMMER MISSILES

Bay 1	-
Bay 2	-
Bay 3	-
Bay 4	-
Bay 5	10
Bay 6	10
# of Pods:	2

EMP MISSILES

Bay 1	5
Bay 2	5
Bay 3	-
Bay 4	-
Bay 5	-
Bay 6	-

INTERCEPTION MISSILE

Bay a	10
Bay b	10
Bay c	-
Bay d	-
Bay e	-
Bay f	-
# of Pods:	-

MECHA!™: OPTIONAL RULES

by Marc-Alex Vézina

Mecha! is a fast-paced game of mechanized combat. As such, the game system is very simple and easy to play, with most of the work and mathematics done before the beginning of the match. Designing your very own machine can be the prelude to victory, so here are a bunch of new construction options, which I hope will make your gaming even more fun (please note however that these are not official rules). The ammunition record sheet (see previous page) can be copied to ease the bookkeeping: simply check the unused boxes just like the regular 'Mech specs sheet.

MOVEMENT OPTIONS

HYPER-MANEUVERABILITY

While some mecha are fast and agile, some are even faster! Such is the case with most "hero" type machines, like the Gundam series for example. They have a better control system, faster and more accurate actuators and a greater number of maneuvering thrusters. To represent this, humanoid mecha can be built with the Hyper-maneuver option (they become Super-maneuverable if they transform to any other hull configuration):

- *Turn length is 0";*
- *give +1 to all piloting roll, (act like one level of piloting skill)*
- *increase the hull limit for one movement method to 40";*

Cost = 35 pts.

BOOSTER UNITS

These are external solid or liquid-fuel rockets designed to provide short bursts of speed in critical situations. Up to four can be attached at the same time, increasing the thrust and thus the extra speed available. They have the following characteristics:

- *give +5" of movement per burst to either flight or skimming;*
- *double the turn length when in use (triple if more than two are in use simultaneously);*
- *contain enough fuel for five bursts (1 burst/turn max);*
- *cost 1 AP to fire;*

Cost = 5 pts each.

OFFENSIVE OPTIONS

REDUCED RANGE

When building a weapon, you can elect to reduce its range to make it cheaper. You can even build a weapon so short-sighted that you must almost be in close combat to use it effectively (sort of a mecha-sized shotgun). All weapons have a minimum range of 10".

Cost = -5 pts for each 10" removed, up to -15 pts

HEAVY MISSILES

Built using the same casing as the standard missile, the heavy version sacrifices fuel and some of its targeting equipment at the benefit of the warhead. The end result is a missile that fits in a normal missile bay but packs double the punch!

- *Each missile costs 2 AP to fire, causes 2d6 damage and has a range of 60";*
- *Heavy and normal missiles can be mixed in a bay;*
- *Heavy missiles do not benefit from the Overwhelm effect;*
- *All other missile rules apply. See * at bottom.*

Cost = 2 pt per missile or 10 pts for two pods or 6 pts for one pod.

HAMMER MISSILES

Hammer missiles carry a special two-part warhead: the first part is an hollow charge designed to punch a hole through the armor so the second charge will enter the mecha. It then explodes laterally, causing critical damage to various systems and undercutting large sheets of armor.

- *Each missile costs 1 AP to fire, causes 1d6/2 (rounded down) damage and has unlimited range;*
- *Add a +1 modifier to each dice when checking for critical hits;*
- *Hammer and normal missiles can be mixed in a bay;*
- *Hammer missiles do not benefit from the Overwhelm effect;*
- *All other missile rules apply.**

Cost = 2 pts per missile or 10 pts for two pods or 6 pts for one pod.

EMP MISSILES

This missile type does not carry an explosive warhead. Instead, a massive capacitor is placed in the nose of the weapon. Upon hitting the target, all the stored energy is released as an electromagnetic pulse: this wreaks havoc with the mecha's systems, forcing them either to reset or shutdown for a short period of time. This causes the lost of 1d6 AP (the target cannot lose more AP than it has, though). When stopped by a force screen or force shield, the EM pulse overloads the generator and neutralizes 1d6 point of screen.

- *Each missile costs 1 AP to fire, causes no physical damage and has unlimited range;*
- *EMP and normal missiles can be mixed in a bay;*
- *EMP missiles do not benefit from the Overwhelm effect;*
- *All other missile rules apply.**

Cost = 2 pts per missile (not available as pod)

GRENADE

A grenade is basically a missile without computer or propulsion unit. It is designed to be thrown and as such can only be used by humanoid mecha. The grenade will deviate from the target point on a roll of 1-4 on 1d6: gunnery level can be added to the dice to ensure that the grenade will hit the target. Deviations are worked out the same way as in Targeting Terrain Feature, p.14 of the rulebook.

- *Each grenade costs 1 AP per armor dice to throw: maximum throwing distance equals [(5 X armor dices total)+5] inches. The throw can be pulled to save AP in the same way as a punch.*
- *Each grenade causes 2d6 damage on a circular area 2" in radius.*

Cost = 1 pt per grenade.

GRENADE LAUNCHER

The grenade launcher is either a compressed-air cannon or a railgun-like contraption enabling vehicles and weak mecha to use grenades. When launching grenades, apply the normal grenade rule and consider the mecha as having +2 armor dice when checking range.

Cost = 5 pts per launcher

BAZOOKA

When the need for extra firepower arises, humanoid mecha can be equipped with giant bazooka to give them short-term punch. Each mecha may carry one bazooka at a time, with no penalty except in hand-to-hand combat (while light, the bazooka is very large and cumbersome). The cost of the bazooka is added to the cost of the mecha after it is designed (because it's not really part of the machine), making it a very flexible and powerful optional weapon.

- *The bazooka has a range of 50", causes 5d6 damage per shot, and costs 3 AP to fire (being an external weapon, it doesn't tax the mecha's systems as much as a built-in weapon).*
- *Bazooka-carrying mecha are -2 to strike and defend in close combat because of the bulk of the weapon.*
- *The bazooka can have between one and five shots of ammo.*

Cost = 5 pts, +2 pts per shot.

***If more than one type of missile is fired, determine randomly which one (s) is (are) destroyed by defensive fire.**

DRONE FIGHTER

The drone fighter is a very small aerospace vehicule which serves the same purpose as a normal slave mecha; but since it is a lot cheaper, you can have many of them hovering around you at the same time. They are not very powerful but they can get you out of tight spots. Drones do not use AP points: they have more than enought energy to push their small systems to the limit.

- *Drone fighters can move 30" per turn, have a 0" turning radius, and must stay within 18" of their controller. They use normal control rules for slaves.*
- *They can dodge one attack per turn (controlled or not). They may charge, acting as if they had one die of armor.*
- *Drones are destroyed as soon as they are hit by any kind of weapon (yes, even powersuit blasters). Because of their small size, all attacks are -1 to hit.*
- *Drone are armed with one of these weapon packages:*

  1) Laser gun, 2d6 damage, 20" range, ROF 1

  2) Gatling, 1d6 damage, 5" range, ROF 2

  3) Four missile pods, standard type

  The drone can fire its weapon once per turn its side has control. If its side doesn't have control, it can fire once against incoming missiles to either defend itself or its master.

  Cost = 50 pts per drone.

DEFENSIVE OPTION

INTERCEPTION MISSILES

These missiles have only one purpose: to shoot down incoming missiles before they reach their target. Their warheads are made of a multitude of smaller charges which saturate the air much more efficiently than the normal single-warhead missile. On the other hand, these small charges don't pack enough force to breach a mecha's armor. They do, however, cause 1d3 point of damage to powersuits (there is a +2 modifier when targeting powersuits because the damage is widespread).

- *Each missile costs 1 AP to fire, causes no damage to mecha and has unlimited range;*
- *Each missile destroys 1d3 missiles in the attrition zone;*
- *Interception and normal missiles cannot be mixed in a bay;*
- *All other missile rules apply.*

  Cost = 1 pt per missile or 5 pts for two pods or 3 pts for one pod.

PHALANX SYSTEM

The Phalanx is a rapid-fire multi-barrel weapon designed to deliver a great quantity of shots with great accuracy in a very short time. These characteristics make it the perfect anti-missile system! It is generally placed in the head or forearm of the mecha to ensure a good field of fire. It can also be used as an antipersonnel weapon.

- *Cost 1 AP per point of ROF used;*
- *Range 10", causes no damage to mecha, ROF 6;*
- *When used against powersuits, +2 to hit, causes 1d3 pts damage;*

  Cost = 10 pts.

CREW AND MISCELLANOUS OPTIONS

AI COMPUTER

Some mecha are equipped with a very complex Artificial Intelligence computer. While not as versatile as a living crewman, it provides a much cheaper (but less efficient) alternative. The AI may serve as a gunner or as a pilot, not both. AI benefits from experience, but it costs them twice the normal amount to rise from one level to another. In some cases, the computer may have a personality: this can lead to some very interesting scenarios!

- *AI can serve as gunner or as pilot (this is decided when building the mecha). They act like normal crewmember but are less efficient (-2 on all roll).*
- *AI cannot change role: a gunner may not act as pilot nor a pilot act as gunner. You cannot have more than one AI pilot per mecha. You may have up to three gunners AI.*

  Cost = 10 pts.

ACS

The Advanced Combat Software is a set of programs and expert systems which enable an AI crewmember to perform better. Some of the most expensive ACS can even make the AI better than a normal crewman. [A note to the astute: buying an AI with two units cost and act the same as a normal human crewmember, but it remains an AI. The computer really is useful only when you want a better crewmember or a cheaper one.]

- *Mecha must have AI computer.*
- *The ACS is a specialized piece of software: exists in gunner or pilot version. Each unit gives a +1 modifier to all rolls made by the AI.*

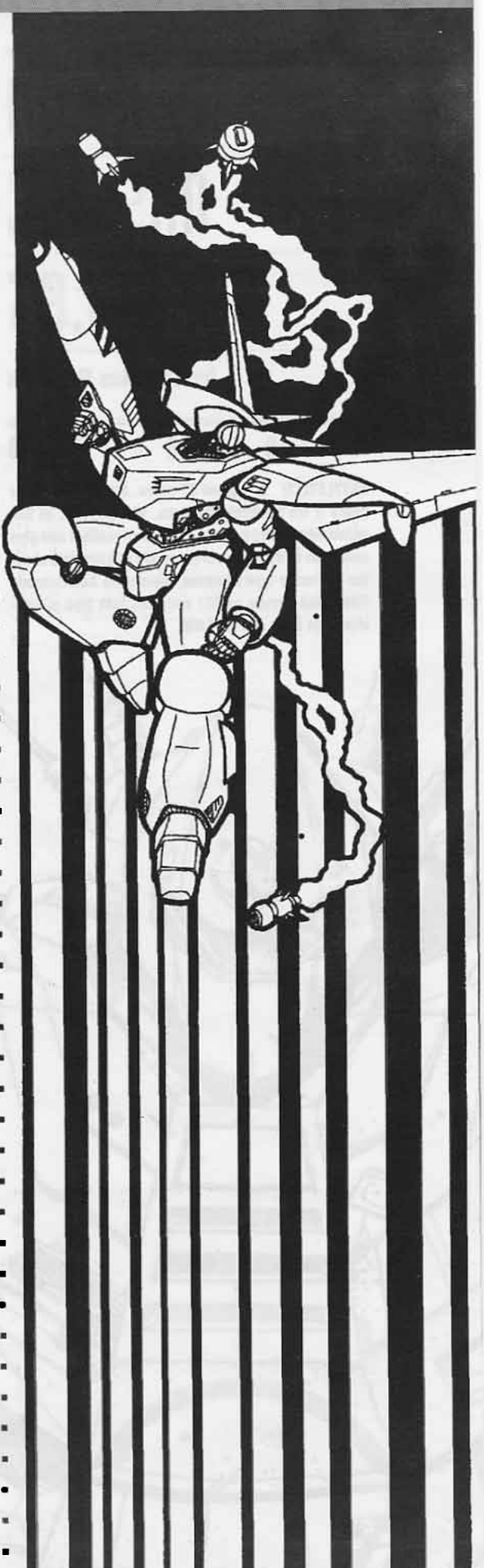
  Cost = 1 unit 5 pts

  2 units 10 pts

  3 units 15 pts

  4 units 25 pts

These systems all have very peculiar strategies and backgrounds related to them. I would like to thank my playtesters for their patience as I blasted their 'Mechs to bits using my over-rated experimental systems, and also thank Norm for his wonderful Interception missiles, which saved my butt more times than I can count!



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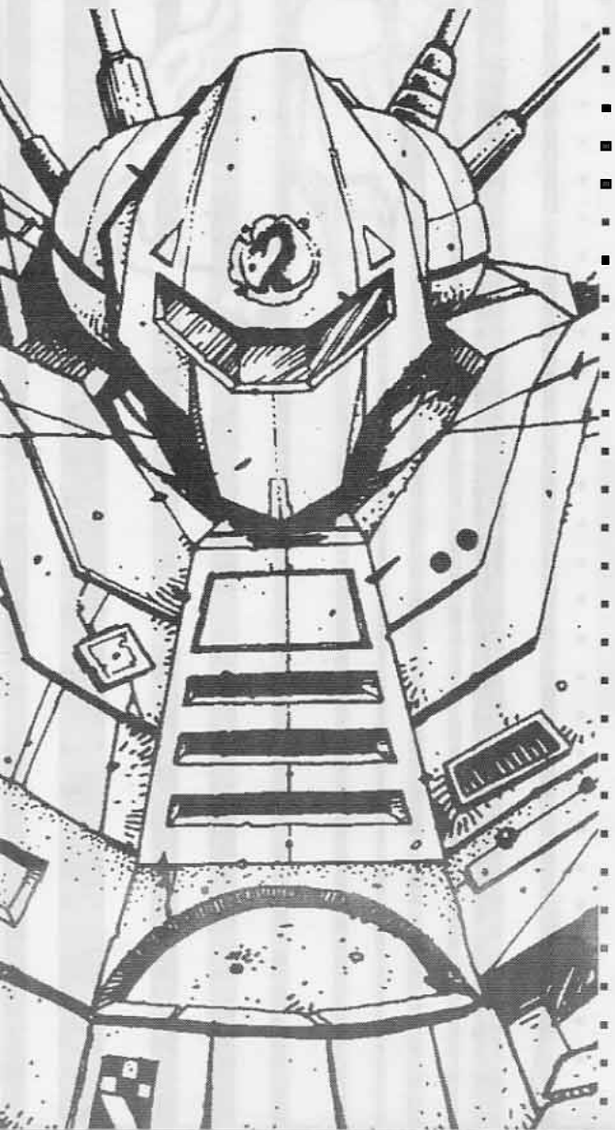
A/C AND MISSILE RULES

by Nicholas Gendron

INTRODUCTION

BATTLETECH is a great SF game, but like any other game it isn't entirely flawless. We will look at two points which tend to hurt our sense of realism and give new rules to try to correct them. We will first talk about the explosive-type weapons, mainly the AutoCannons (identified hereby as AC) and then both type of missiles, the SRM and the LRM.



AUTOCANNONS

AC are giant-sized machine guns firing depleted uranium shells. The caliber varies between 40 and 120 mm, with the rate of fire varying according to the caliber of the weapon. The ammunitions for the gun are stored in the 'Mech in what we call magazines. Each magazine contains enough ammunition for one burst, then the empty magazine is swept away and replaced by a new one; this goes on until all ammunition is spent. In the game, AC are classified by the damage they inflict. There are four types of AC; here is a short description of each:

AC/2: The lightest of them all. This AC type is known for its long range capability but its lack of firepower makes this weapon useful only against lightly armored targets. The caliber ranges from 40 to 55 mm.

AC/5: One of the most popular AC throughout the Inner Sphere. It can be of almost any caliber: from 60 to 120 mm (depending on the model) with a different rate of fire for each caliber. Its weight/damage ratio is poor (in game terms you cause 5 points of damage for a gun weighting 8 tons without ammo).

AC/10: The AC/10 is an intermediate class weapon. It combines good range with fair firepower. Like the AC/5, the AC/10 covers a lot of calibers, all in the same weight category. Like every other AC the main drawback is weight, around 12 tons without ammo.

AC/20: When you talk about the AC/20, you talk about heavy firepower but very short range (maximum range of 270 meters). Due to its weight (14 tons+ammo) this weapon is mainly used on assault-class 'Mechs, but is sometime found on smaller ones.

At first, these weapons don't look so bad. But the AC design suffers from several problems. First, weight: the lightest AC weights 6 tons and the heaviest has a mass of 14 tons, all this without ammunition.

The second main trouble is this ammo: the AC cannot plug itself on the 'Mech's fusion reactor and function almost indefinitly like the energy weapons. The ammunition not only takes space and tonnage, it also has the bad habit of running out in the middle of a fight; there is also the risk of an ammunition explosion. A direct hit, a little bad luck, and you're dead before you know what hit you. Ammo explosion can be deadly...

On the other hand, there is a good side to the AC family: the heat output is low compared to other guns. The heat/damage ratio is good (or at least acceptable) for the AC/10 and the AC/20, but the AC/2 and AC/5 have miserable ratios. That's why we changed the rules for those two weapons.

NEW RULE FOR THE AC

This rule changes the number of shots an AC/2 and an AC/5 can fire in one turn. All types of AC are in fact large-sized machine guns with high rates of fire. This is why we considered that the smallest ACs should be able to fire more often.

The AC/2 can now fire 3 times per turn; each turn the gun is used the player must specify how many times the weapon is fired. Of course each time the gun fires, it uses one magazine (one ammo point) and produces the according heat. Since those weapons are machine guns, the chance of jamming is almost nonexistent. For simplicity's sake, we will assume they cannot jam.

When you fire an AC/2 more than once in a turn, all shots are played out with the normal rule of "to hit" roll, but the second shot has a +1 modifier and the third a +2 modifier. Each shot is rolled to see if it hits the target, so an AC/2 firing three times must make three different rolls. The modifier to the second and third roll is due to the recoil of the weapon (the first shot is absorbed by the recoil suppressor mechanism, but on the second shot the mechanism is already stressed and cannot compensate. It throws the gun out of line just a little bit and that bit is enough to spoil your aim). Once you've determined if your shot hit, roll a different location for each hit.

For the AC/5, the same rule applies except that the AC/5 can only fire twice per turn. There is a +1 modifier to the second shot and each shot rolls to hit separately. So when firing an AC/5 twice in the same turn, you make two "to hit" rolls, with two locations for damage. You also use two of your ammo points and produce two points of heat, but you have caused ten points of damage, assuming that both shots hit.

You can use the new rule with the Ultra ACs, following the new procedure in both single and double mode (for double mode rules, check the BTech Compendium). The only difference is when firing in double mode more than once: you then do two location rolls for each shot as normal, but use the following procedure. The first round uses the standard hit location table, but for the second, use the first shot as a guide. If the first round hits the legs of the 'Mech, it's safe to assume that the second round will hit close to it, since both shots are fired almost simultaneously. So when the first round hits the legs, use the kick hit location table for the second round. If you hit an arm or a torso with the first round, use the punch hit location table for the second. The rule regarding the possibility of the weapon jamming is still used but now a roll of 2 or 3 on the "to hit" roll will block the loading mechanism. Remember, the firing rate is so high, the more you shoot, the higher the chance of jamming.

MISSILES

Like the autocannons, missiles are direct descendants of the ones used in the 20th century. In the BATTLETECH world, the missiles are divided in two types, short and long range. The main reason for this limited number of missile type is to keep the game fast moving and simple. The SRM and the LRM (abbreviations of Short Range Missile and Long Range Missile) are basically the same in design, the only difference being the size of the propulsion unit and the type of warhead. The SRM has a small propulsion unit and a heavy warhead, while the LRM has more fuel (for long range) but a smaller warhead.

At most the missiles measure approximately one meter in length with a diameter of 0,20 meter. Even with this size, a 'Mech cannot carry hundreds of missiles. So how do you explain the fact that an Archer carries 480 missiles? That a BattleMaster, even with its huge size, carries 180 missiles? We could go on with examples of this kind, but this is not the only problem: how do you make a missile

Raymond P Campiglio (Order #33181648)

go from the torso to the launcher, when this launcher is in the arm? At first it seems to be easy, but how can you make the missile pass the shoulder and elbow articulations (bend it?!). This is why we revised the rules concerning missiles.

NEW RULES FOR MISSILES

The rules concerning the "to hit" procedure are the same. The only difference to the standard rules applies to the damage that each type of missiles inflicts and of course the number of rockets carried by the 'Mech. Let's begin with the number of missiles carried in the launcher. The new rule implies that each launcher carries only one shot. By this we mean that a SRM 6 carries 6 missiles, a LRM 20 carries 20 missiles and so on. The only exception is the 'Mech carrying two tons of ammunition instead of one ton, like the Archer who now carries 40 missiles per launcher instead of the usual 240. The other difference is in the damage they cause. From now on a single SRM missile will do 12 points of damage and the LRM will inflict 6 points of damage per missile. With the new rule for damage, the firing system is modified. Now you do not have to fire all your missiles at once. You can fire one missile at a time or any even number of missiles (of course the old table originally used for the LRM 5 and the LRM 15 are still good). For example, a LRM 10 can fire one, 2, 4, 5, 6, 8, or 10 missiles at a time. At the end of this article there's a table for missile hits that's compatible with the new rules.

When designing a 'Mech you can't carry more than two tons of ammunition per launcher (this is valid for Innersphere 'Mechs). In the Clans 'Mechs, due to their advanced technology, the missiles are smaller so they can carry more of them. When constructing an OmniMech you can carry up to 3 tons of missile per launcher.

The one-shot launcher is a special case. The OS (One Shot) launcher is a "fire and forget" type of weapon: once it is fired you have to replace it. The advantage is that you don't have to purchase any ammunition and you don't have to expand any internal structure slot to carry it. OS launchers come in any type of SRM and LRM, with the same range as a regular launcher. But due to the smaller size of the missiles, they cause less damage. The ammunition of an OS SRM does 4 points of damage and the ammunition of the OS LRM inflicts 2 points of damage. Also, the OS launcher has to fire all of its missiles at the same time, just as in the old rules. The SWARM and STREAK missile types can be used with these new rules, but for the moment the THUNDER LRM will be left out. Heat is produced by missiles and not by launcher. Whatever the type, SRM or LRM, each missile causes one heat point when it is launched. For example, if you fire all twenty missiles of your LRM 20 in one turn, it produces 20 heat points but it also inflicts a maximum of 120 damage points! OS missiles cost less in heat: they produce double the old amount for a launcher of their type (ex. 2X6 points for an OS LRM 20).

With these new rules, we hope that your BATTLETECH game will be more realistic. It will be far more deadly, so you'd better watch those lights carrying lots of SRM...

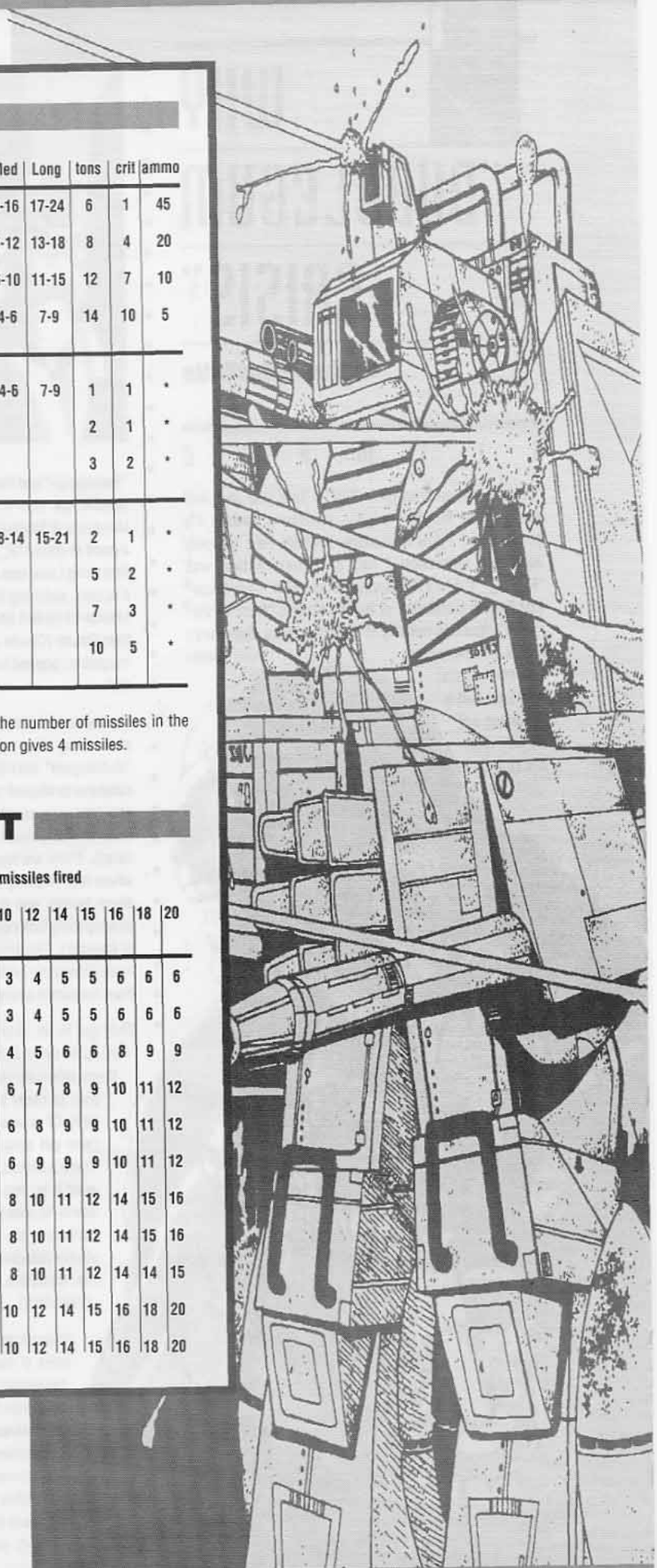
CHARTS

	heat	dam	min	Short	Med	Long	tons	crit	ammo
AC/2	1/2/3	2/4/6	4	1-8	9-16	17-24	6	1	45
AC/5	1/2	5/10	3	1-6	7-12	13-18	8	4	20
AC/10	3	10		1-5	6-10	11-15	12	7	10
AC/20	7	20		1-3	4-6	7-9	14	10	5
SRM 2	1/mis	12		1-3	4-6	7-9	1	1	*
SRM 4							2	1	*
SRM 6							3	2	*
LRM 5	1/mis	6	6	1-7	8-14	15-21	2	1	*
LRM 10							5	2	*
LRM15							7	3	*
LRM 20							10	5	*

* Each ton of ammunitions gives the number of missiles in the launcher. Example: SRM 4, one ton gives 4 missiles.

MISSILE HIT

Roll	Number of missiles fired												
	1	2	4	5	6	8	10	12	14	15	16	18	20
2	1	1	1	1	2	3	3	4	5	5	6	6	6
3	1	1	2	2	2	3	3	4	5	5	6	6	6
4	1	1	2	2	3	3	4	5	6	6	8	9	9
5	1	1	2	3	3	5	6	7	8	9	10	11	12
6	1	1	2	3	4	5	6	8	9	9	10	11	12
7	1	2	3	3	4	5	6	9	9	9	10	11	12
8	1	2	3	4	5	7	8	10	11	12	14	15	16
9	1	2	3	4	5	7	8	10	11	12	14	15	16
10	1	2	3	4	5	7	8	10	11	12	14	14	15
11	1	2	4	5	6	8	10	12	14	15	16	18	20
12	1	2	4	5	6	8	10	12	14	15	16	18	20



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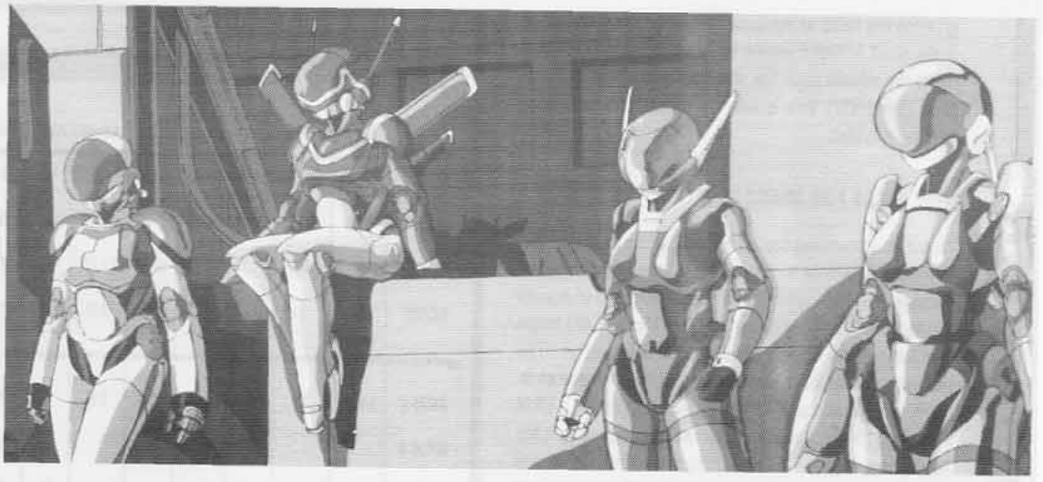
WHY "BUBBLEGUM CRISIS"

by Martin Ouellette



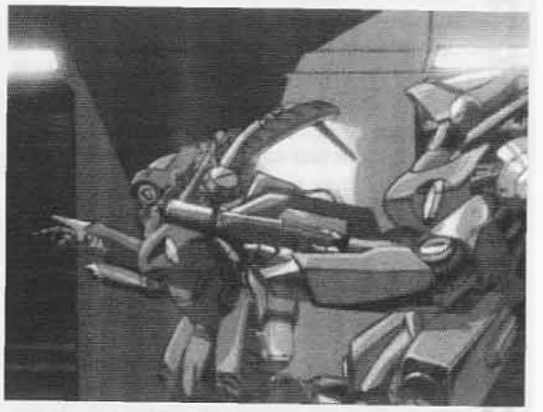
G L I M P S E

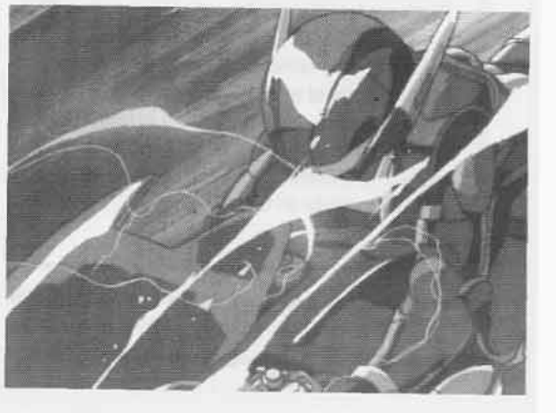
"Yeah, yeah, another girlie flick" I hear you say. And you're right! But this one has something special: it's good! When I saw it, I nearly freaked! Hey, the only Japanese animation I had seen before that was "R_____h" and a little known series titled "Lady Oscar" (the French translation of Riyoko Ikeda's "Rose of Versailles") that had nothing to do with mecha. Someone I met at a modeler convention told me that Montréal had a Japanese animation club named "Fanimation" and that they were showing stuff on the first Sunday (or was it Saturday...) of each month at the University of Montréal. So I went there real anxious to see a good re-run of "R_____h". I entered the room and the first thing I saw was a group of about ten people glued to a screen, watching the last minutes of (I learned it later) Madox-01 (didn't understand a thing but so what!). And then Claude (Claude J. Pelletier of "Protoculture Addicts" magazine) popped in something called "Bubblegum Crisis".

I had never heard about the thing and truly expected to see something like the "Care Bears" (well, it's called "Bubblegum" isn't it?). So I sat there, waiting for the cuteness to disgust me. BOOM! A big explosion, then an anti-grav car appears, barreling through tunnels at break-neck speed, chased by cars of similar design (police cars?). There are four girls in the first car, I don't know where they're going but they're getting there real fast. An alarm buzzes and then we see monstrous, humanoid looking (only looking) metal things with big teeth and a lot of thrusters. The girls are terrified but dump their car on those things (no problems about damage, they probably have insurance anyway).

They get to an enormous airlock where a fifth girl is waiting for them. But the monsters are tough and one of them, who survived the crash, gets through the steel door (a really big door!) and starts to fire on the girls. Of course, they shoot back but only two of them get away in a shuttle (they're in space!?). There's a hitch, though: the mecha, robot or whatever it is, has attached itself to the shuttle and starts to make a lot of damage (it's got a laser cannon in the mouth!?). The girl who pilots the shuttle detaches the main booster section and fires the thrusters, frying the creature to a crisp (Yeaaah!!!).

At the shuttle's crash site (on Earth) we see two cops (I suppose) trying to figure out what happened but a bozo in a suit appears and tells them to go play somewhere else (or with themselves?). Next we see two very cute girls in a bar who are having a conversation with a third one. The conversation is very dynamic until an absolutely gorgeous woman steps in the place (the word "cute" isn't enough for her), says "Hi" (the first word I under-





(Continued on Page 21)

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GUNDAM 0080: WAR IN THE POCKET

by Martin Ouellette

EPISODE 3:

AT THE END OF THE RAINBOW

End of last episode: Al, having recognized the driver of the truck as Bernie, a Zeon Suit pilot, decides to follow him and hitches a ride on one of the other trucks of the caravan. But he gets thrown off.

POLICE HEADQUARTERS, RHIA COLONY

Al latches to one of the policemen and starts to explain what happened to him. But the officer doesn't seem very interested until Al signals that this is a hit and run. Al shows where he got hit (the contusions come from his fall off the truck) and the cops take him with them to identify the driver. Having found it parked in front of a factory, the cops look at the license plate and ask Al if this is the one that hit him. Al confirms this and one of the officers rings the door bell. Captain Schneider answers and the officer tells him that he'd like to ask him a few questions. Schneider opens the shutter while Garcia pulls out a knife and Misha a gun. Bernie, stunned, recognizes Al. Schneider asks if there is a problem; the cops inquire if the trucks parked in front of the building are theirs. He answers by the affirmative and the officer closest to him asks Al to tell him if the person who hit him is among them. Schneider starts to say that there has to be a mistake but the cop orders him to shut up. Al looks around and points at Garcia. The officer starts to question him and every answer he gives confirms the boy's story.

Suddenly, the cop seems to feel that there is something strange going on and requests that Schneider let them see what is in the crates inside the trucks. Misha retorts that he needs a card to open them and starts to look in his shirt pockets while Schneider walks over from behind to kill the other officer. That's when Al starts to cry and grabs Bernie, calling him his big brother and asking how he could have forgotten about him. The officers are flabbergasted as Bernie answers "Al? Al, it's you! You've gotten so big!" Al tries to explain to the officer that there was no hit and run, that all of it was a ruse to see his "oniichan" (big brother) he has not seen in four years, and apologizes for the problems he has caused. Bernie tells him that it isn't right to lie and Al promises not to do it again. The cops finally go and when the shutter closes, Bernie turns to Al: "What the hell is the matter with you? Bringing the police with you - are you crazy?" Al says that he didn't know where he went and Bernie asks him what he thought he was going to do when he found him. "I wanted to join you." Bernie flips out "Join us? We're not playing war, damn it!" Al replies "I know it's not play!"

Garcia asks the captain what they should do with the kid. Schneider walks over to Al, calling him Alfred-kun (kun is a suffix indicating familiarity or lower status) and Al asks him if he's the captain. Schneider acquiesces and Al asks him if he can join them. Schneider accepts, with a few conditions, though: first, he can't tell anybody about them; second, he wants to ask him a few questions about the video he shot in the space port. On a table, Al points to a gate on a map. "This is Gate #8. This is where that crate was. It probably went to Block #12 by lift C". Schneider tells him that he's a smart kid and Al questions "What's in those crates?" "Well, it's our mission to find out!" answers Schneider. Al says that he'll help but Schneider tells him that he's done enough for the day and hands him a Cyclops unit badge. "This is your insignia. Be careful not to lose it. And if anybody asks, tell them you found it." Al salutes: "Understood, Captain, sir". "Bernie will drive you home."

Inside the car, Bernie feels embarrassed when Al tells him that he's never been into a car driven by a pilot. As they drive away, Schneider tells Misha and Garcia that they seem to have found a job that Bernie can handle. Misha and Garcia smile.

In the car, Bernie describes the horrors of being a Mobile Suit pilot: "The worst is when you get hit out in space. Zero-G, right? Drops of your own blood fill the cockpit. It's hell". Al's reaction is "Wow!" (Is that kid warped or what?) Bernie goes on about losing many of his friends and how he doesn't have time to baby-sit a 10 years old kid. When Al asks him if he has ever killed someone, Bernie says that he did but that he didn't have a choice. He also tells Al about the fact that when he got shot down, he was one kill from becoming an ace (oh, really?). Al inquires if the pilot who shot him down was good. Bernie replies: "I was careless. I heard that this was a neutral colony but all of a sudden, there were GM's coming at me. Geez..."

AL'S HOME

Al's mother tells him that he should tell her when he's going out. She also says that she received a letter from school about his grades. She's not very pleased and tells him that from now on, she'd like him to put school before play. Al answers "Hai". Later, she goes out and tells him to do his homework. A few minutes after his mom's departure, he hears a "klonk" followed by a shrill female voice insisting that she caught a burglar. Al, alerted, opens his window and sees Chris, holding a baseball bat, standing over an unconscious Bernie. "Al, he was trying to sneak

Raymond R. Coppiello (Order #33181648)

into your house!" "That's my brother!" replies Al. Chris gets a little panicky but is quite relieved when Bernie gets up and she invites him to her home. Chris' parents are apologetic but also stunned in learning that Al has a brother. Bernie explains himself by saying that him and Al have different mothers. When Mrs. Mackenzie asks if Al's mother knows about this, Al is quick to say that all of this is a secret and that is why Bernie came to see him at night. Chris feels very bad about the incident but Bernie replies: "Don't worry about it".

When Chris' parents mention that she's in the military, Al asks her what kind of work she's doing, but her answers are evasive at best. Then Al smiles and tells everyone "You know, Bernie's a real soldier!". Bernie chokes on his coffee. Mrs. MacKenzie utters a "Really?" and Bernie replies "Huh, no, I retired a while back. I'm on reserve now". Mrs. MacKenzie smiles and asks him if he'll stay on Side Six. Bernie answers: "Yes, I have a machine related job at a factory" (he frowns at Al who doesn't notice). He then gets up, thanking the MacKenzie for their hospitality and tells Al it's time to leave. Al looks at him with an evil knowing grin: "OK!". At the front door, Chris watches them leave.

NEXT DAY

On his way to the Cyclops team hideout, Al meets Chay and Telcott who invite him to play war in the park nearby. Al declines and runs to the factory, where the team has already started on the assembly of the Kämpfer (MS-18 E Kämpfer). Al is very impressed and walks around the enormous machine. When he asks Schneider if they're going to fight the Federation with it, the captain says that the Suit will be used as a mean of escape. Stunned, Al cannot believe they're going to run away without fighting. Schneider replies that if the Federation attacks them first, then they'll have no choice than fight their way out. "Then Bernie should be the pilot. He just needs one more kill to be an ace." Bernie looks angrily at Al. The captain pulls a face: "Unfortunately, we've already decided that Misha's going to pilot it". "What's wrong with Bernie?" Schneider smiles: "Misha has more experience". Misha, in a really sarcastic tone, tells Bernie that he feels bad about keeping him from becoming an ace. Garcia ironically adds: "What? You only have four kills? I'm surprised; knowing you, I would have thought you'd have at least 20 kills already!" They start laughing while Bernie makes a hanged dog face.

SECRET FEDERATION BASE, SIDE SIX

Chris Mackenzie is running simulations with the RX-78 NT-1 Gundam, but things are not going the way she'd like them to. The operator tells her to take a break and that they'll try a new program in the afternoon. When she gets out of the cockpit, the operator asks her if the reaction time is better. She answers that it's getting there. One of the mechanics asks her how she feels about piloting the Alex. "It's too fast. It's almost scary. Is this thing going to be of any use in combat?" "Yeah, as long as the pilot is good enough." Angry tone: "Are you saying that I can't handle the Alex?" "Don't get mad; this is a NewType Mobile Suit. You're good but you're in a little over your head. Only certain types of freaks can pilot this thing properly. I hear they're going to assign it to a pilot on White Base". (Could this pilot be Amuro Rey?)

CYCLOPS TEAM HIDEOUT

Schneider, Misha and Garcia are testing the Kämpfer while Al and Bernie are out on a mission to find the secret Federation base. On a hill overlooking the city, Bernie tells Al that he doesn't think they will succeed in finding the base. When Al asks him why the Federation hides its base, Bernie tells him that "Side 6 and the Federation haven't reached a formal agreement yet. In other words, There are still some restrictions on what the Federation can do." Al continues to look around with the binoculars, then abruptly yells that he has found the base (he recognized a soldier he saw at the space port).

Later that night, the two get to a colony maintenance tunnel (Bernie opens the gate with an electronic lock pick). Bernie studies the plan and sees that the tunnel they're looking for is about 200 meters in front of them. Al tells him to hurry up and when they find the door, there seems to be no way to open it. "That's strange, there's no switch. Let's try the hallway over to the west." But they keep running into these big red, impressive doors (mistake here, incidentally it says "Dangre" on the first door in the first shot, then it's spelled correctly in the second). Bernie tells Al that the shutters look brand new, that a reason why they don't want people to come in has evolved recently. Al smiles. "They brought the crates here!" Bernie smiles back. "Bingo!" Walking back, Al looks a little down because they found the base but couldn't get inside. Bernie tells him not to feel bad about this. "Just finding it is a big deal. We were lucky; the captain will be really happy, I bet." Al walks off and comes back with two space suits, proposing to Bernie to go outside the colony, thus getting around the shutters. Once outside, Bernie tries to talk Al out of this. "Let's not do this Al, it's too dangerous". Al replies "No". "You could die, you know!" "I'll be OK". Bernie holds Al over the railing of the platform where they're standing. "You still think you're OK?" Al nods "Never been better. I think you're the one who's scared. You're a coward without a Mobile Suit". Bernie flinches a little but continues his explanations. "That protrusion over there is our target. Once I get over, follow the cable, OK?" "OK." After a scary moment, they arrive at the airlock, open it and get in. Al takes a good look around. "All right, no one's here." Bernie tells him to take off his suit, hides them and then, they study their surroundings. Al finds a vent and proceeds to crawl down. Of course, Bernie nearly loses his mind when he sees this. "Al, stop! Stop! You'll get caught!" But the kid continues on his way when all of a sudden, voices are heard. Al sneaks around to hide and finds a window. Inside the room, he sees a Mobile Suit fitting the description Bernie once gave him. "The Gundam! We found the Gundam!" Just as the soldiers he heard start to walk his way...

Raymond P Campiglio (Order #33181648)

GUNDAM 0080

EPISODE 4:

"OVER THE RIVER AND THROUGH THE WOODS"

End of last episode: Al and Bernie have found the secret Federation base. Hiding near a window, Al sees the Gundam and starts taking pictures, just as he hears voices getting closer...

Al hears one of the soldier complaining about a date who stood him up. The guy isn't pleased at all. They walk near Al but, luckily, don't see him. As he gets out of the vent, Bernie, furious, turns on him "Al, you...". "I found it, Bernie. The Mobile Suit!" "Who gives a s..., a GM? (Al shakes his head) what then?" "I don't know its name but I got pictures of it."

CYCLOPS TEAM HIDEOUT

Schneider learns on TV that the parliament has approved a bill prohibiting Zeon ships from entering all colonies, following their second violation of their treaty. The Zeon refusal to respond to the Riboh colony government reprimand will furthermore lead to the deportation of all Zeon ships within two days. With a sad expression on his face, Schneider turns the TV off...

AT THE PINK ELEPHANT BAR (OR CLUB)

Garcia gets in, sits down and asks for a flat beer. Charlie, the owner, answers that he might have some in the back. Garcia follows him. He tells Charlie that they want to find a Federation base. Charlie asks him to go back to the counter while he searches for the information.

He comes out some time later with the location of a newly converted factory, along with a map and a blueprint (before the conversion). He also gives him a letter for Schneider. Garcia goes back to the hideout.

BERNIE AND AL WALKING ALONG

Bernie is hoping that the pictures Al took will come out. Al is optimistic and answers "No" when Bernie inquires if he ever thinks of failing. They get in the car.

BACK AT THE HIDEOUT

Garcia, raving, punches Bernie, accusing him of trying to ruin the mission by going there alone and risking being caught. Schneider and Misha intervene.

Schneider concentrates for a few seconds and then tells Garcia to go back to the Pink Elephant to pick up some disguises. Garcia gets on his way and the captain tells Bernie to take Al home. Looking hard at the young soldier, he says "Don't try anything like that again. Follow orders if you want to stay alive" (this isn't a threat; he's saying that the best way to stay alive is to follow orders).

When they get to Al's house, Bernie just can't wake Al up. Al's bag falls on the ground, revealing some drawings of Garcia, Misha and Schneider, as well as a drawing of himself with Al. Bernie is a little embarrassed. Seeing that the kid just won't wake up, he takes Al in his arms and goes to Chris' house (remember, he cannot go to Al's house because that would be too risky). Chris proposes to tell Al's mom that he came to her house and stayed over for the night. Bernie gets up to leave, thanking Chris. They salute each other formally at first, then shyly using their first name only.

Bernie runs off, smiling (well, Chris is cute!).

MISHA AT THE HARDWARE STORE

A clerk reviews the order for G K Motor Services (G K for Gundam Killers?). Power pliers, oversized drill, super high-temperature torch. Enough to put a hole in a warship!

"What about a colony wall?" replies Misha.

Somewhere else, Garcia sets his bombs.

AL AT SCHOOL

A kid asks Al what he's drawing. When Al explains that it is a Zeon Mobile Suit, the kid gets mad at him for drawing an enemy's Suit. Al doesn't believe him.

Chay and Telcott come by Al's desk. He asks them if what the other kid said about Zeon was true. They both confirm. But Al maintains that Zeon are much cooler and stronger than the GM. The first kid replies that the Gundam is the strongest Mobile Suit. Al never heard of it and cannot believe it. Chay approves: "Zeon sucks. They're garbage".

The other kids start pestering Al, to the point where Dorothy comes to his help. Chay looks at both Al and Dorothy: "Ah, Ah...the two of you - boyfriend/girlfriend, huh?" The two protest loudly. The teacher gets in the room and tells everyone to quiet down.

IN THE PARK

Charlie tells Schneider that he is being used as a decoy only to confirm where the Gundam is. Schneider admits of suspecting the higher-ups to have another plan since he received a green kid as a replacement and was asked to supply the escape ship himself.

Charlie seems startled that he knew. He hands him the clothes Schneider asked for and tells him he will have the passports tomorrow night. "I'd run away if I were you."

They know Zeon will soon lose the war but Schneider is sad to leave the colony.

AL AND BERNIE ON THE FACTORY'S ROOF

Bernie informs Al that the Mobile Suit on the picture is effectively the Gundam. At the mention of that name, Al

Raymond P Campiolo (Order #33181648)

asks "Gundam? The one that shot down 100 Zakus?" Bernie seems surprised that Al knows about that. Al asks him if he could beat it. Sure of himself, Bernie answers "Easy win" at first, but adds that they probably are even. Al looks stricken.

Bernie stares in front of him and inquires if Chris asked about him. Being with the Federation, she could have useful information. Al doesn't realize that Bernie's questions aren't all tactical but promises to ask Chris (about the information, of course). Bernie nods: "That might work."

MISSION BRIEFING, CYCLOPS TEAM HIDEOUT

On a map, Schneider explains the objective's location, then Misha and Garcia detail their parts in the operation.

Misha's Mobile Suit will launch at 1800 hours and distract the Federation while moving to the bank opposite the base. Flying through the city, they won't attack him. The rest of the team will infiltrate the base through the underground tunnels, hoping the Gundam will be deployed, to either capture it or destroy it. They will then split up after leaving the base. Operation to commence at 1600 hours tomorrow.

GETTING READY

Garcia loads up and takes care of the weapons, as Bernie puts his bullet proof vest on. Suddenly, Garcia starts to tell him that he's the only one in the unit who ranks lower than he does, and if he dies, he won't have anyone to order around.

Bernie's surprise lasts only a few seconds, for the phone starts ringing.

It is Al announcing that Chris will give him a tour of the area tomorrow. Bernie freaks out and orders him not to go. Despite Al's protests, he hangs up.

In the hangar, near the Kämpfer Mobile Suit, Misha takes a shot from his bottle. "For those about to fall!" Schneider nods gravely: "For those about to fall..."

THE UNDERGROUND TUNNELS

The Cyclops unit cuts through a door. Schneider gives the order to go in.

Meanwhile, at the Federation's base, Al has arrived for his visit (yes, he disobeyed Bernie's order) and meets a professor who works on Mobile Suit technology. A few levels below, Garcia, Schneider and Bernie meet their first obstacle in the form of a couple of Federation sentries. Noticing Bernie's accent (?) one of the soldiers asks him if he's from Australia. Bernie answers "Yeah, born and raised in Sydney". "Sydney? What's it like?" "It's beautiful. I bet it's all white with snow about now."

Misha launches the Kämpfer, just as the Cyclops unit walks into the Gundam's hangar.

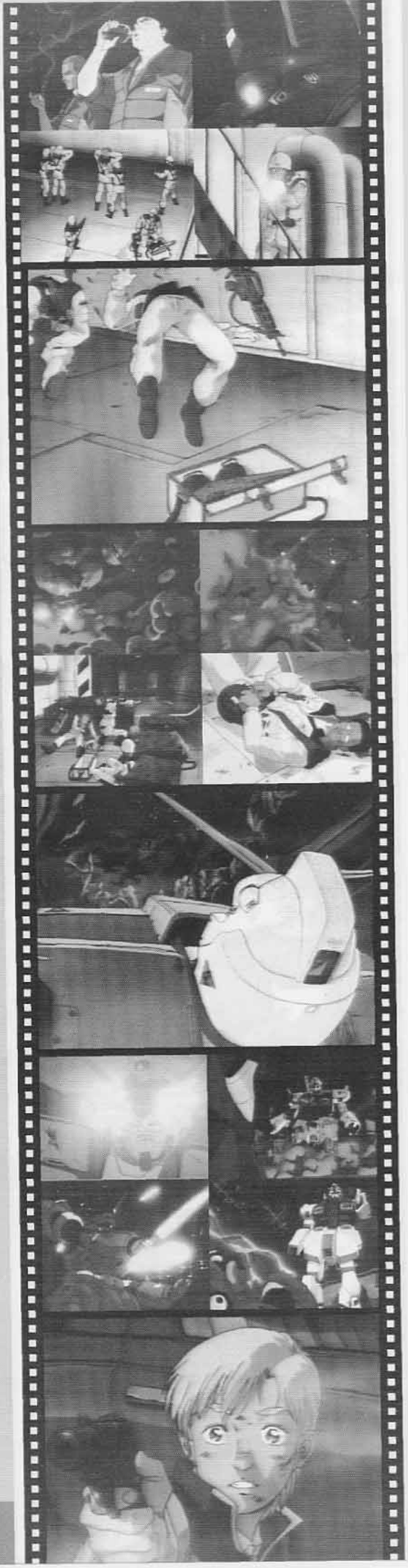
In the city, the Rhia army officer begs for the Federation's help. Not wanting to worsen their image, the Federation officer refuses, but for defensive purposes he give the order to bring the Gray Phantom inside (the colony) in case the Mobile Suit gets close. At the research center, unaware of the battle, Al talks to the professor about Mobile Suits, saying that they are useful. The professor denies it: "Those things are what you call a necessary evil. They aren't used to make people happy." The phone rings and the professor answers.

"What? Inside the colony? Yes sir, we can deploy it."

Al, seeing him occupied, steals his ID card and takes off for the "authorized personnel only" zone of the base. In the city, Misha flies the Kämpfer at breakneck speed. At the base, one of the sentinels Bernie and the others met runs to the Gundam's hangar, yelling to Bernie :"Hey, Aussie. It's summertime now in Australia!" The other guards start to frisk Bernie and Schneider, finding a Zeon army issue hand-gun. Schneider taps his foot and Garcia starts firing, just as Schneider throws a gun to Bernie, but unfortunately, Schneider gets shot. Bernie doesn't lose any time and fires back, killing the two soldiers who shot Schneider. Garcia, up on a staircase, manages to kill at least ten enemy soldiers before he gets shot. Outside, Misha roll up an impressive kill score on the Federation Mobile Suits. The RGM-79SP GM Sniper Custom II and RX-77D Gun Cannons just aren't able to stop the Kämpfer as he approaches the base.

THE FEDERATION BASE.

Garcia and Bernie are trying to hold their positions but the situation now seems hopeless. Schneider's condition being critical, Garcia decides to try to blow up the Gundam. Chris, having been called into action, runs to the Gundam's hangar and manages to get through despite the firefight. Just as Al gets in the hangar, Garcia gets shot (a second time) and sets off the mine he had taken with him. But the explosion doesn't even make a scratch on the machine and Chris is able to board, just as Misha's Kämpfer lands on the building, fires through the roof and aims at the Gundam's cockpit. Chris reacts and puts the Gundam through the wall (Boy, those antennae are tough, aren't they?) and gets it up. Misha fires on it with the Kämpfer's shotgun but the slugs have no effect on the Chobam armor covering the Gundam. Misha walks the Kämpfer to a truck full of weapons that he had parked there earlier, punches through the top of the trailer and retrieves a length of chain-mine. He swings the mines, wraps them around the Gundam and detonates them. A crippling explosion ensues, but the Gundam isn't destroyed, its Chobam armor taking the brunt of the charges. All the armor falls away, a stunned Misha gets the Kämpfer's beam saber out and charges. Chris, seeing this, walks the Gundam back a few paces, swings its left arm up, flips the cover of the 90mm Gatling cannon and opens fire, ripping the Kämpfer (and Misha) to shreds. Al runs away, totally scared, as the bomb which Garcia had set blows a hole into the colony wall. He sees Bernie and the captain, and runs to them as Bernie takes aim on him before realizing who he is...



Raymond P Cannollo (Order #33181648)

BUBBLEGUM CRISIS

stand, great!) and is presented as Sylvie (second word! I'm good!). The other girls' name will remain a mystery.

Weird murders happen in town and one of the two cops, a tall dark guy with sunglasses, looks into it with the help of one of the girls we saw at the bar earlier (a cute little red head with an annoying voice). We see one of the murders being committed by a huge mecha, seemingly piloted by Sylvie. From what I'm able to understand, Sylvie herself is a kind of machine that needs blood to survive (that's why the victims of the murders seem to have been drained of blood). It appears that Sylvie's goal is to get info so that she and the other girl who escaped with her won't need to kill anymore (can't be sure of this though). She gets into a big building and manages to retrieve a computer disc but is found out by two big, dark suited guys with sunglasses who proceed to burst out of their skin (but, but, what the...?). They look like a smaller version of the monsters at the beginning of the episode. Sylvie runs away on her motorcycle and luckily for her she can find a mecha, a real nasty looking thing which manages to waste her opponents in a second.

With all the fireworks, the cop with the sunglasses locates the fighting and tries to intervene in a real cool powersuit. But he gets his butt kicked and the girls from the bar arrive at the right moment to save him (talk about incredible designs! Freaky!). The girls try to overwhelm Sylvie's mecha but the machine seems to have a mind of its own and at the end, one of the girls who had befriended Sylvie has to shoot her to stop the machine's rampage (sniff, sniff). And a song ends the episode (I don't understand what the lyrics are but the voice is nice so I don't complaint).

Is this Bubblegum Crisis?!? WOW! I love it, I want more, I never thought I'd see something like this."

The text you've just read describes my reaction to the first episode of "Bubblegum Crisis" I ever saw, episode 5 titled "Moonlight Rambler". I was brutally awakened from my "R_____h" dream and fell into that BGC business as if it had been a drug. If you read the text carefully, you will see that I did not understand most of the plot. In fact, I was totally lost! I didn't see Celia (or even noticed her), didn't know any of the characters' name (except Sylvie) and the concept of Genom as the enormous corporation controlling many aspects of the world's economic, political and military structure was far from my mind. The pace was so breathtaking I didn't even see the motoslave, which is now one of my favorite mecha.

But the biggest shock was a cultural one. I had never heard Japanese before in my life. And here was this totally incredible animation playing in front of my bespectacled eyes and I couldn't understand a thing that was going on. Talk about frustration!

This was nearly three years ago and since then I've acquired a very basic vocabulary and comprehension of Japanese language, like words for saying yes, no, what, or titles for people like Kaasan (mom) or Oniichan (big brother). It is very basic but often helps in understanding what's going on. In three years, I've seen an incredible number of animations (and not only mecha oriented, believe me!) and many of them were much better, for their art and story but still, Bubblegum Crisis stays the first "real" Japanese animation I ever saw and for this, will always have a special place in my heart.

STORY

The setting of Bubblegum Crisis will seem familiar to many people with its mix of "Blade Runner", "Cyberpunk" and "Gall Force". The story unfolds in Mega-Tokyo during the years 2032-2033, seven or eight years after the second Kanto earthquake of 2025. That is when a young woman, Celia Stingray, decides to fight a crime wave set by the criminal use of her late father's technological marvels, the "boomers". Those boomers were, at the beginning of Celia's father's researches, designed to be deep space workers destined to replace astronauts in dangerous work environments. Seeing that the company he was working for, the Genom corporation, wanted to use them as weapons, Dr Stingray tried to oppose them but was assassinated soon after his statements of disapproval.

Luckily, Stingray was a prudent man and arranged things so that his daughter Celia would come in possession of his technical knowledge. His last project in particular consisted of a new type of powered body armor called a "Hard-suit". Being only twelve at the time of his death, Celia waited until she was older and decided to form a team that could help her stop Genom dead in its tracks.

Priss was the first to join, with her hot temper and burning heart who wanted revenge against those who had also killed her lover. Linna got in soon after Priss. She was scouted by Celia, both for her athletic skills and fierce hatred of boomers (and by extension, Genom) since her parents died in an incident involving boomers. Having found an offensive line, Celia needed a defensive one, someone who could take care of the computers, countermeasures and everything that concerned collecting data (also known as "hacking"). To find this person, Celia ran a very complicated computer net ad which was a challenge for Nene to decipher (she can't fight but she's a genius with computers, a regular whiz kid!). She found herself the last member to join the newly formed team called the "Knight Sabers".

The four girls launched their campaign against Genom and started to wreck havoc in the mega-corporation's plans to control the world's economy. At each of Genom's attempts to shake them off, the Knight Sabers stung back fiercely despite some very close calls on more than one occasion (episodes 1, 5 and 6). Headed by a mysterious character named Quincy, Genom tried to destroy the team utterly, but finally their conspiracies were always uncovered. In the BGC world, it's not "all the roads lead to Rome" but rather "all the clues lead to Genom"! The name "Bubblegum Crisis" comes from the situations provoked by the fighting between the team and Genom. It gets bigger and bigger until it blows up in your face!

BUBBLEGUM CRISIS CHARACTERS

by Martin Ouellette

CELIA (OR SYLIA) STINGRAY,

22 years old:

The leader of the Knight Sabers (Priss is only the combat leader) and the oldest of the four girls. Her dad was the designer of the hardsuits they are now using. (For some unknown reason, he was assassinated by Brian J. Mason, one of Genom's top executives.) A beautiful young woman with dark blue hair and brown eyes, she is calm, level-headed and incredibly intelligent. Celia is clearly the matriarch of the group and takes care of them just like a mother, always being there to council them but also chiding them if need be. Her main purpose in life is to abolish the use for evil purposes of her dad's work (he also created the boomers). She intends to destroy "Genom" by any means possible and will not be hindered in the realization of her goal.

As a cover, she and her younger brother Mackie run a classy lingerie shop called "Silky Doll" in downtown Mega-Tokyo. Her hard suit is light green with dark blue trim.

LINNA (OR LYNNA) YAMAZAKI,

20 years old:

An aerobics instructor and sometimes Priss' manager, the gymnastic abilities of Linna made her a natural choice for becoming a Knight Sabers team member. Fun loving and cute, she can be moved to anger very quickly and will not tolerate injustice and brutality. Linna lost her parents in a boomer related incident and keeps a fierce hatred for those humanoid machines. After her parents' death, she went through a period of profound depression but luckily her love of the stage (she's a very good dancer) and sheer will power saved her from the psychological brink. Celia, noticing her tremendous abilities during a rehearsal for a dance company (she failed to make the line-up) decided to get her in the team and helped her along. Linna's hardsuit is green with red and orange trim.

NENE ROMANOVA,

18 years old:

The youngest of the team and it shows! Almost childlike at times, no one (including me) understands the reason why she was chosen as a combatant member of the Knight Sabers. Her usual plan of attack is to scream and run away or drop herself to the ground and start to fire blindly with her forearm machine-gun. Unlike the other members of the team, Nene did not lose her parents. After a very strict childhood, she just decided to run away from them. Seeing that her school just couldn't keep up with her because she was a wiz at computers, she decided to stop attending school. She started to teach herself by breaking every computer system she could find.

Celia had found Linna and Priss for the offensive part of the team and was looking for a team member to handle the defensive part. Following the logical steps to find such a person, Celia ran an extremely complicated and challenging ad on a computer network. Nene, seeing the ad, deciphered it without any problem and was subsequently hired as a team member of the Knight Sabers. Nene's hardsuit is purple with pink and red trim. She is probably the cutest girl on earth.

PRISS (PRISILA) ASAGIRI,

20 years old:

The team's combat leader, Priss is the lone wolf of the bunch. Easy to anger, she takes no crap from anyone (probably why Celia chose her) and her language falls somewhere between a truck driver's, a gangster's and a construction worker's. But her relationship with the other members of the team is nearly sisterly. Combat-wise, she's possibly the best of the four team members (certainly better than Nene!) in both technique and weapons. Priss lost her parents during the earthquake of 2025 and consequently, had to spend her younger years in a foster home. In her late teen years, she decided to be some kind of a wandering singer. Her interest in motorcycles got her into a gang where she met her boyfriend. He was killed shortly after their encounter by officials from the Genom corporation (Brian J. Mason, to be exact). Seeing that the A.D. Police wasn't treating the incident seriously enough, Priss decided to avenge her lover by herself. Unfortunately, this only gave Genom a good reason for trying to eliminate her. Hadn't it been for Celia's intervention, Priss would simply have disappeared like so many other victims of Genom. Priss' hardsuit is dark blue with red trim.

Raymond P Campiglio (Order #33181648)

MACKIE STINGRAY,

16 years old (at the beginning of the series):

Celia's younger brother, Mackie is the technical henchman of the team. He drives the truck and flies the aircraft that carries the Knight Sabers. He is also the repairman for the hardsuits and the motoslaves (with Priss' crashing record, he must be swamped by work!). In combat Mackie proves himself courageous and efficient (episode 6 and 8) and would probably be an extremely useful part of the combat team. That is if Celia one day realizes that Nene should definitely stay home with the computers while they're out kicking some boomer butts. Mackie has one big problem though: he's one of the greatest peeping toms the earth has ever seen! One of his favorite victims is his own sister!

LEON MCNICHOL,

25 years old:

Priss' most fervent admirer and police officer of A.D. police (by order of importance), Leon is one of the coolest guys ever seen in any animation but his job isn't. It mainly consists of chasing boomers around town. Although he's always there when she needs him, Priss doesn't seem to be impressed by his good work and often tells him quite bluntly. It should be said that the Knight Sabers have saved his buns more than a few times. He's in total admiration for their extraordinary efficiency (he also likes the fact that they are women, no doubts), not knowing (at least in the first episode) that the girl he's totally in love with is actually part of the team. It seems that Nene is infatuated with him or at the very least, likes him very much.

QUINCY,

maybe 70 years old:

The head of the Genom corporation and a real bad guy. If you can see the subtitled episodes, you understand that the master of the world is none other than Quincy! Ruthless and without an ounce of pity, this guy will sacrifice anyone and anything to achieve his goals. He often uses doubles of himself when he has to meet someone he doesn't trust. The damn thing is that he doesn't trust anyone! Because of his position as the president of the world's biggest corporation, he has to be extra careful and trust me, this guy never screws up. Quincy seems to know everything about everyone and uses this advantage to the max. This is definitely not a nice man!

BRIAN J. MASON,

age unknown:

This guy is Quincy's right hand goon and he deserves both the position and the name! If there's anything illegal going on in the BCG world, you can be sure that Brian J. Mason either controls it or at the very least organized it. Mason is responsible for a lot of crap that happens, including Priss' boyfriend's and Celia's father's assassination. He is one of the rare people who actually figures out the Knight Saber's real identities. Luckily for the girls, they are able to dispatch him at the end of episode 3 where we see him downloading his memories into Genom's super computer before his death.

SYLVIE,

age unknown:

One of the most tragic characters of BGC. Tall and shapely (Nene comments that "She's got a body I could die for!") with blue-gray hair and very light brown eyes, her beauty seems to dazzle the mind of everyone who meets her, including Linna and Nene.

Priss met her while she was on a motorcycle ride, and very strangely, became very good friend with her. But this isn't so strange when we learn who Sylvie is! Although a lot of people have problems with this, she's a boomer! A 3-3-S "Sexaroid" type boomer, to be precise. Those boomers were created to interact with humans on a personal level (they're not named Sexaroid for nothing!) and can actually hypnotize people if they wish to. The 3-3-S need fresh human blood to maintain their vital functions and heal their wounds (this is due to their partly organic system), which is why Sylvie turns to killing people to steal their blood. At the end of episode 5, Priss, to her horror, discovers this and finds herself in the obligation to kill her. Sylvie has a "little sister" named Anri.

DAILY WONG,

26 years old:

Leon's partner, Daily accompanies him everywhere (or at the very least, tries to) and is his major source of information. He seems to always appear at the worst possible time, like when Leon is having a chat with Priss about going to a motel! There are many hints that Daily is gay.

BGC'S TECHNOLOGY

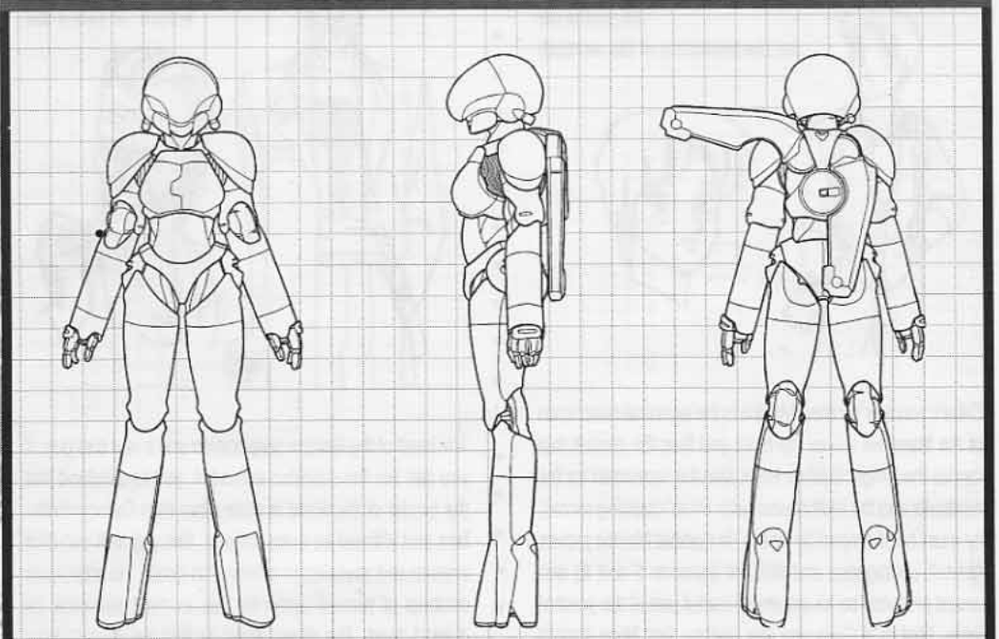
One of the most interesting parts of Bubblegum Crisis' plot is the rampaging technology represented by both the "boomers" and the "Knight Sabers'" hard suits and motoslaves. Here are some tentative explanations to solve the mysteries in those technologies (especially the hard suits). Some of the theories have been suggested by our engineers (so if you have problems with what I say, refer to them!)

HARD SUITS

Another creation of Celia's father, the hard suit seems to have been at the beginning only a kind of powered suit (or "syntho-suits as they are sometimes called) which can give a normal human being the strength and resistance of a boomer. Seeing her late father's creations (the boomers) being used for evil plots by Genom, Celia decided, in order to fight them, to continue her dad's work on the suits. After some time she came up with the designs we know so well. Although no data has been released on the power source of the suits, some engineers have suggested that something called a "Liquid metal suspension battery" (which can supposedly deliver electrical power in the range of the kilowatts) could be responsible for the suit's high energy output (mainly for weapons like Priss' rail guns, Linna's knuckle bomber, etc.).

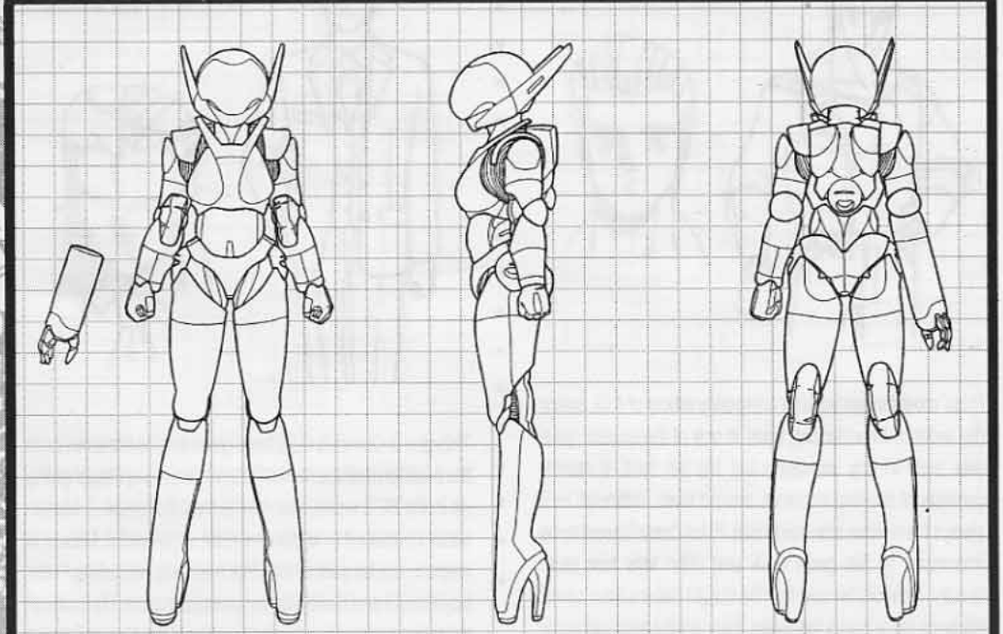
If the power source remains a mystery, the materials and systems the suits are made of are well known. Since they are so "shapely", hydraulics and electric rotors are out of the question. This only leaves the semi-mythical "myomer" fibers (research is being conducted on these right now) which are designed to act like muscles when an electric current is sent through them (the boomers also have "myomer" muscles; since the suits come from the same technology, it is only normal that they use some of the boomer's systems). If

HARD SUIT MK I (CELIA TYPE):



Hard Suit MK I (Celia type): The hard suit used by Celia Stingray, it is armed with two particle disruptor cannons (one in each forearm) and a laser blade (right forearm). Celia's suit is the only one with two mechanized hands and capable of constant flight. It is light blue with dark blue trim.

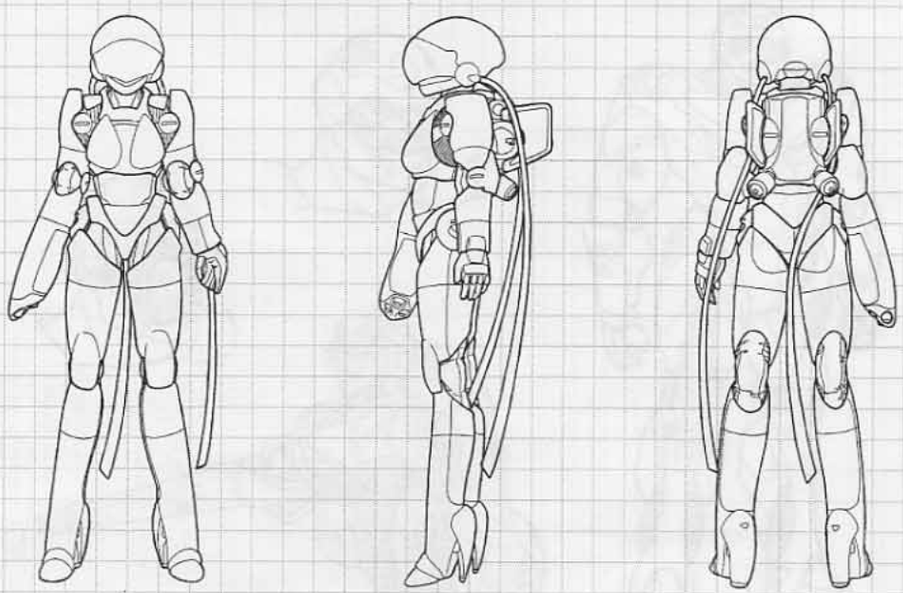
HARD SUIT MK I (PRISS TYPE):



Hard Suit MK I (Priss type): This suit is used by Priss during the first six episodes and is armed with three needler guns and a particle disruptor cannon. All the weaponry is concentrated in the right forearm which also has a mechanized hand (the left one usually doesn't). This suit (like the next two) is capable of booster jumps only (no flying). It is dark blue with red trim. This suit is totalled in episode 6 and replaced by the MK II.

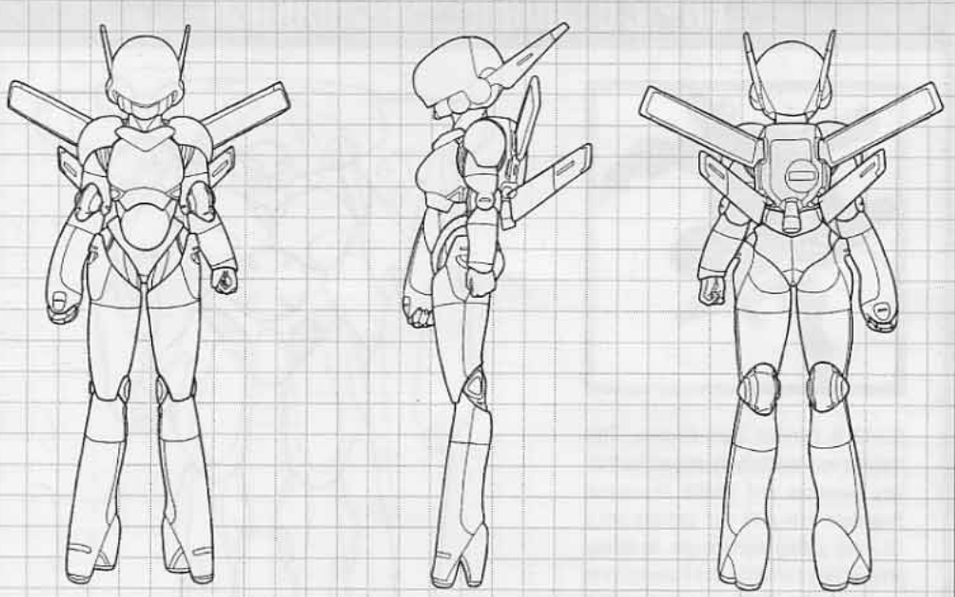
Raymond P Campollo (Order #33181648)

HARD SUIT MK I (LINNA TYPE):



Hard Suit MK I (Linna type): The suit used by Linna Yamazaki. It possesses a very strange weapon. The ribbons on each side of the helmet are actually very thin and flexible laser blades that can cut through steel like a hot knife through butter! The rest of the armament is made up of a knuckle bomber mounted on the right forearm, above the mechanized hand. Linna's suit is light green with orange trim.

HARD SUIT MK I (NENE TYPE):



Hard Suit MK I (Nene type): Nene Romanova's hard suit (Why does she have one?). This is the only hard suit equipped with ECM (Electronic Counter-Measures). If we look at the back-pack, the four "wings" are in fact antennas that can deploy for satellite link-up. It is lightly armed with a small beam weapon of some sort but has (as far as I'm concerned) the best overall design of all the suits. Its color scheme is the wildest: purple with red and white trim, the legs being light pink.

we look closely at the interior padding of the suits, we see that they have small sensors disseminated on the articulations and major muscle groups. Those sensors pick up electric activity in the muscles and send this activity amplified by the "Liquid metal suspension battery" to the myomer muscles, thus giving a 120 lb girl the strength of a boomer. Evidently the exterior shell and skeletal frame of the suits must be able to withstand stress. The use of fiber-reinforced plastics, "honeycomb" structure panels and super light but extremely resistant alloys take care of that. All the suit's weapons are built in and consist of rail guns (Priss), energy particle disrupters (Celia), knuckle bomber (Linna) and small laser (Nene). Mini beam guns and machine guns can also be present, depending on the kind of mission (or type of suit).

The helmets are quite a technological gadget by themselves, their visors seemingly being made of transparent metallic alloy that also acts as a screen for targeting, visuals and so on. Each of the suits has one of its forearm (usually the right one) equipped with a mechanized hand that provides an extremely strong grip (which is perfect for combat against boomers). Celia's suit is the only one equipped with two mechanized hands since she seems to be the close combat specialist of the team (she's the only one to have a laser blade). Her suit also seems to be the only one capable of constant flight, the others being capable of booster jumps only. There are two types of hard suits: the Mark I and Mark II (in the sixth episode for Priss and the eighth for the other girls).

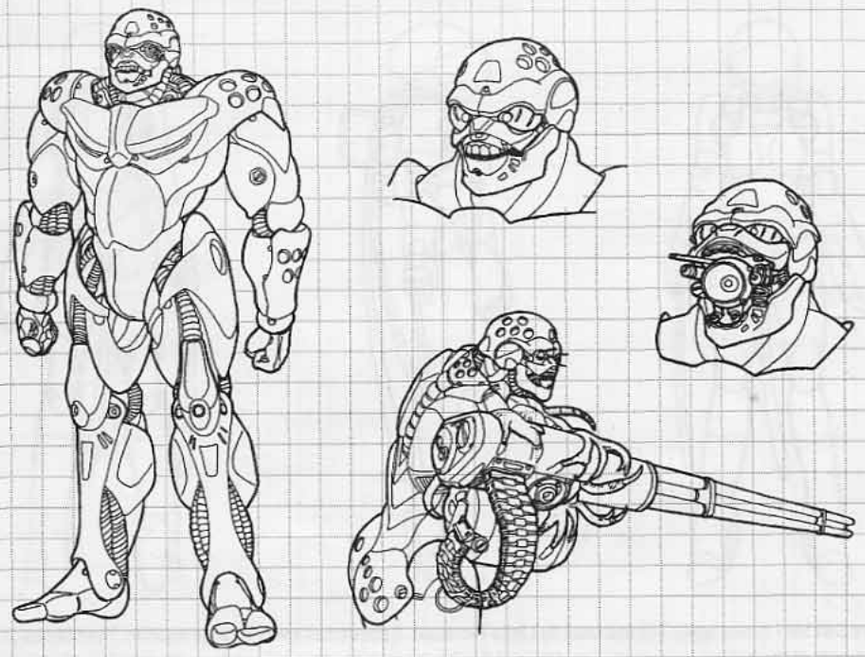
BOOMERS

The boomers are the result of Doctor Stingray's (Celia's dad) research when he was working for the Genom corporation. They are AI (Artificial Intelligences), implanted in extremely resistant metallic alloy frames (bodies) that can take a lot of punishment. At the beginning of the research, the boomers were conceived as deep space, marine and construction workers, as well as police and rescue units. Genom being a multinational conglomerate, they also had interests in developing them for military purposes. The research slowly shifted towards the creation of combat and special forces boomers.

After Dr. Stingray's assassination by one of Genom's top henchman, Brian J. Mason, research continued on another project called "Metallic Molecular Restructuration", which can give a machine (made of metal) the ability to absorb any metallic component of a structure (to fuse with them would be another way of putting it). Incorporated into a boomer, this type of system would make it nearly indestructible and permit to somehow "fold" it sufficiently so that it would fit into a normal human stature. Covered with synthetic skin the machine would be able to pass itself off as a human being and act as a totally efficient body guard or secret services operative.

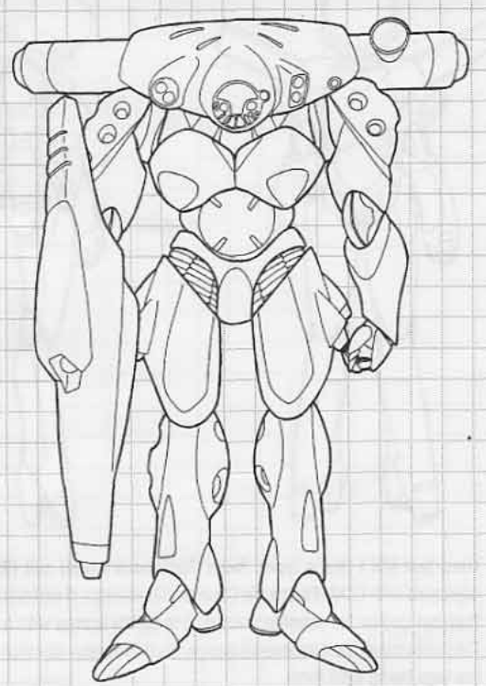
With time, boomers' design evolved to interface with other systems like satellites (ep. 1 and 6) or combat machines like the DD-I Battle Mover (episode 5). Another kind of boomer was developed with such a secrecy that it attained the near legendary status: the "Sexaroid" (also known as "3-3-S" type boomer). The Sexaroid boomers were made to live and get along with normal human beings as well as look and feel like them. They cannot burst out of their skin like the other boomers (they have organic skin) and must absorb fresh human blood in order to heal their wounds. Most often, they look like beautiful young girls with a perfectly shaped body; the name "Sexaroid" is self-explanatory.

BU-55 C TYPE BOOMER:



Bu-55 C Type Boomer: The generic boomer of Bubblegum Crisis, it is the first boomer capable of fusing with other metallic objects (like the gatling gun of episode 1). They are armed with a mouth particle beam cannon as a main weapon. We rarely see the BU-55 C without their artificial skin which hides their mechanical structure. In combat situation, they can actually burst out of it! We see the BU-55 C boomers in all the BGC episodes except the fourth.

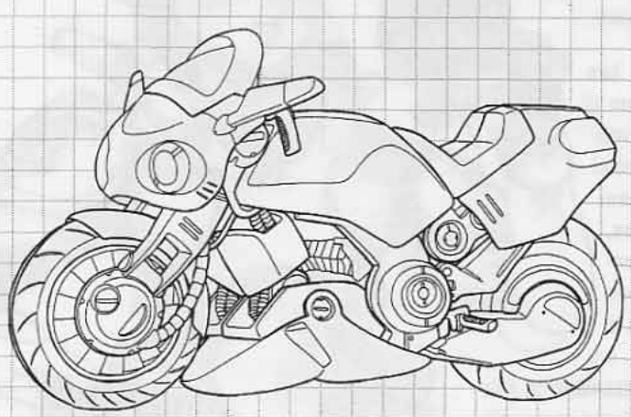
BU-12 B COMBAT TYPE BOOMER:

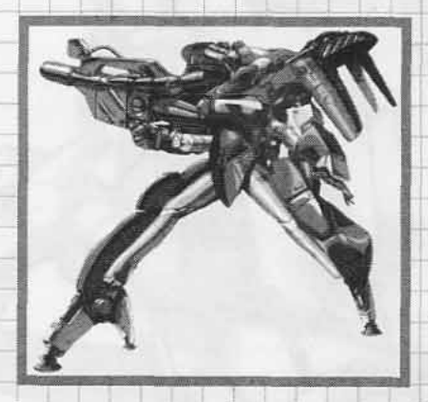


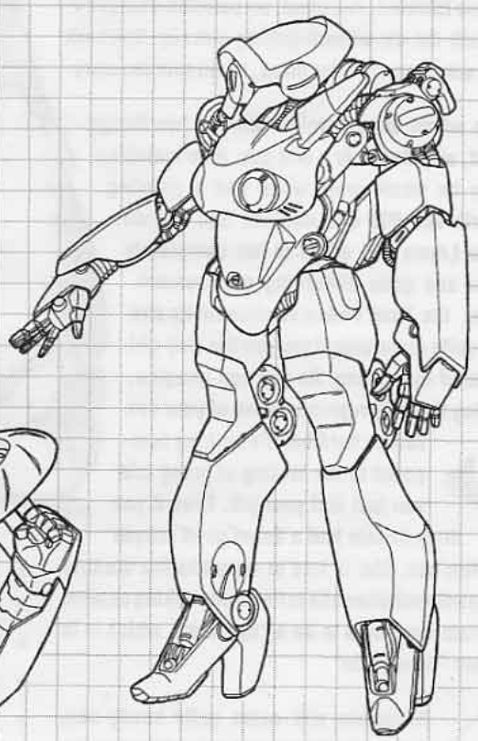
BU-12 B Combat Type Boomer: This boomer was specially developed for military purposes and boasts impressive firepower, with a 46 mm bazooka and a 12.7 mm gatling machine gun. Its sensor array is very complete and it seems to be equipped with ECM. Its color is dark brown. We see it in episode 3 only, where they make a short work of ADP's K-II battle suits, only to be cut down to size by Linna and Priss (with the help of their motoslaves).

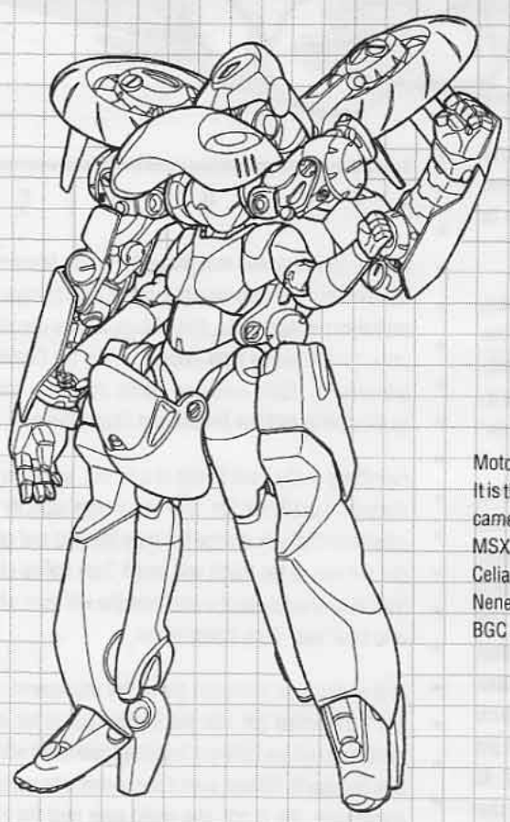
Raymond P Campiello (Order #231816482)

MOTOSLAVES:









Motoslave MK I: This is the "standard" BGC motoslave. It is the basic design for all the other "slaves" that ever came after (MK II, Typhoon II and even the monstrous MSX-01) and is seen in episodes 1 through 4. Priss, Celia and Linna have motoslaves but it seems that Nene doesn't own one. Priss destroyed her MK-I in BGC #1.

The 3-3-S boomers were exiled to an isolated space station because of their abilities to link up with the DD-I battle mover's J I automatic pilot system which contains a micro-neutron bomb as a self-destruct mechanism. Some boomers were made in limited number, for very special functions like the Doberman space combat boomer, one of the most terrifying example of rampant boomer technology.

MOTOSLAVES

These are the exoskeletons used by the girls when very heavy combat is expected. Why Celia developed them from a motorcycle remains a mystery (although the advantages are indisputable). The motoslaves operate in three modes: "cycle", "motoroid" and "motoslave" modes.

The cycle mode is used only for transportation both for the girls and the exoskeleton itself. In that sense, the motoslave is a self-transported unit that is both very fast (up to 348 km/h for Priss' MK II) and very inconspicuous.

The motoroid mode is the middle mode of the machine. It is quite simply the motoslave mode without a pilot. The machine is an "AI" (Artificial Intelligence) and possesses a very complete combat and survival program and is able to fight as a very efficient and independent combat unit. They often serve as partners for the girls and transport the heavy weaponry.

The motoslave mode is the final mode of the machine. It serves as an exoskeleton with the pilot's suit linked to multiple hard points. This means that if the pilot moves an arm, the slave will follow the move exactly. The armament is usually composed of a heavy rifle but the following can be used in special cases: rail guns, rocket launchers and even 105 mm tank cannon in the case of the enormous "MSX-01 motoslave". All motoslaves are capable of flight. Although Celia, Linna and Nene have kept their original units during the entire series, Priss has toasted (her own word) many of them. The last known motoslave she has used was the "Typhoon II" from episode 6.

DOMINION

by Etienne Gagnon

GLIMPSE

You cannot know how crazy an animation can get until you have seen Dominion. It tells the story of a war against crime in New Port City. This war is waged by a special kind of police force, the Tank Police. You read right, police in tanks and not any tanks mind you, but rather plastic tanks. They're tougher than they look but still...

It begins by introducing the viewers to one of the most subtle methods of interrogation used by the Tank Police: grenade golfing on a convict. At that point Leona Ozaki comes in for the first time in the Tank Police headquarters. She has just been reassigned to the Tank Police from the motorcycle patrol. Her first contact will be quite hard, as hard as a flying grenade. Soon after, she goes on patrol with Britain, the psychopathic sadistic squad leader, and Al, the least crazy of all the pilots (even if he has a crush on Leona) in Britain's own Special Tank. This gigantic proof that bigger is not always better, (although Britain maintains it is) is going to have some big trouble soon because...

The bad guys, Buaku and his two associates the Puma sisters, are at the same time in the middle of robbing a hospital of its very special urine from completely healthy people. He and those two crazy babes, (I really mean babes, they're splendid with absolutely no inhibitions at all, as they will prove it to a squad of desperate SWAT men), are the worst enemies of good citizenship in this crime infested, decadent, so-polluted-you-can't-breath-the-air-without-getting-sick city. Don't ask me why they are after urine, it will ruin the story.

The whole story revolves around two things: first, why Buaku is a bad guy, also including why he would want urine and a painting worth 900 000 000 millions and second, how Leona will adapt to her completely new and quite disturbing environment. Now, the Tank Police environments can be quite disturbing if you are the only girl around like Leona. As you can imagine, being the only representative of your sex can be hard but it's nothing compared to the feeling of being told you just lost your job. Even if you think Britain had a damn good reason to fire her. She is told to report to the Welfare department when she is finished working on what Britain considers to be a "toy tank", which is in fact "Bonaparte".

Bonaparte will come quite handy very soon (in the second episode) when the Tank Police is confronted with tank-using criminals. You guessed it, Buaku and his two bitchin' babes found heavy weapons. They also have a new kind of mines which will disable all the Tank Police force, except for Bonaparte. Leona will blackmail her boss so he won't fire her. The fact that he just lost all his tanks doesn't give him much choice, so they will all go together, her, Britain and Al (who helped her build Bonaparte) to confront the Bad guys.

STORY WISE

All this craziness was thought up by mister Masamune Shirow himself, the one who brought us such mangas and animations as Appleseed, Black Magic and the upcoming Orion (published by Dark Horse). He did the Dominion animation in 1989, one year before doing the manga (published in 1990 by Eclipse and Studio Proteus).

Everybody in the Tank Police is a bit nut, as Leona will discover. Luckily for her, she has a high capacity for adaptation that will change her from the kind and gentle girl she was to the tough and rough Tank Police officer type. In only a couple of weeks time she will learn what it is to be a "real" Tank Police officer.

It is probably all this strain put on her unprepared mind that transformed her into the slightly out of her mind woman we will see falling in love head over heels with her tank Bonaparte. Honest, even if she seems to be normal in appearance, she is not, she could even rival the Puma Sisters in a contest.

Raymond P Campiolo (Order #33181648)

How could such a sweet little girl become such a macho tank loving woman, if it was not because her all-male environment had forced her to? What Dominion is really trying to say is that individuals become more violent and thus increasing the crime rate only if society force them to be. This is represented by Dominion's own genius crime mind: Buaku.

You see the poor guy is not totally human, as you will learn in episode 3. His first contact with society was somewhat violent. He got his life nearly beaten out of him! So he became a criminal; that was the only way for him to adapt and find a place for himself in this society that didn't want to give him what was rightfully his, his dignity. This is an interesting statement, even more so because the producers do not hit you over the head with it.

Enough with being serious! Yes it is true that even if Dominion carries a serious message, it is, before everything else, an entertainment oriented anime. They even succeeded in making a classical stand-off between the good guys and the bad guys funny. You know, the hero looks at the bad guy straight in the eyes, the wind blows, a small flute can be heard in the background. There are equivalents in western and samurai movies. This time they do it in tanks and you can still hear the flute!

There is one advantage of animation over live action: no special-effects budget limit. A good example of this is Bonaparte, the dodging tank. The tank pursuits can look exactly as the animators want it to, they can put as much military equipment as they want and so on. There is also no limit to what the background can look like. The bizarre mushroom-looking New Port City is one of the strangest settings I've seen in animation, honest. What would you think of a place where the sea is made of sand, the buildings made of the same concretized sand, and the air toxic? It really is exotic, and it can only be seen in animation. Animation can create a place where the sun does not appear often, where people can't go out without their masks. If they ever get sick because they went outside without it, the city will not be held responsible. Frightening, isn't it? This is nothing. You can live in a city like this, even if looking at the architecture can cause nausea, but what if it also has a one-every-thirty-six-seconds violent crime rate? Now this can be disturbing, but not in Dominion. Shirow seems to be saying that humans have this big thing for adaptation. People like the sexy Puma Sisters are a good example of a perfect adaptation to this hard environment.

Could anybody believe Dominion mixes such elements as action, plot, characters, a little bit of sexiness without any of them taking too much place, defying the basic laws of physics and looking cool at the same time? Well believe me it can! The only thing I did not like about this show was that it ended too soon. I found myself wanting more Puma Sisters, more Bonaparte and Leona, more Buaku, Britain, Al and all the others. Another very addictive product.

TECHNOLOGY

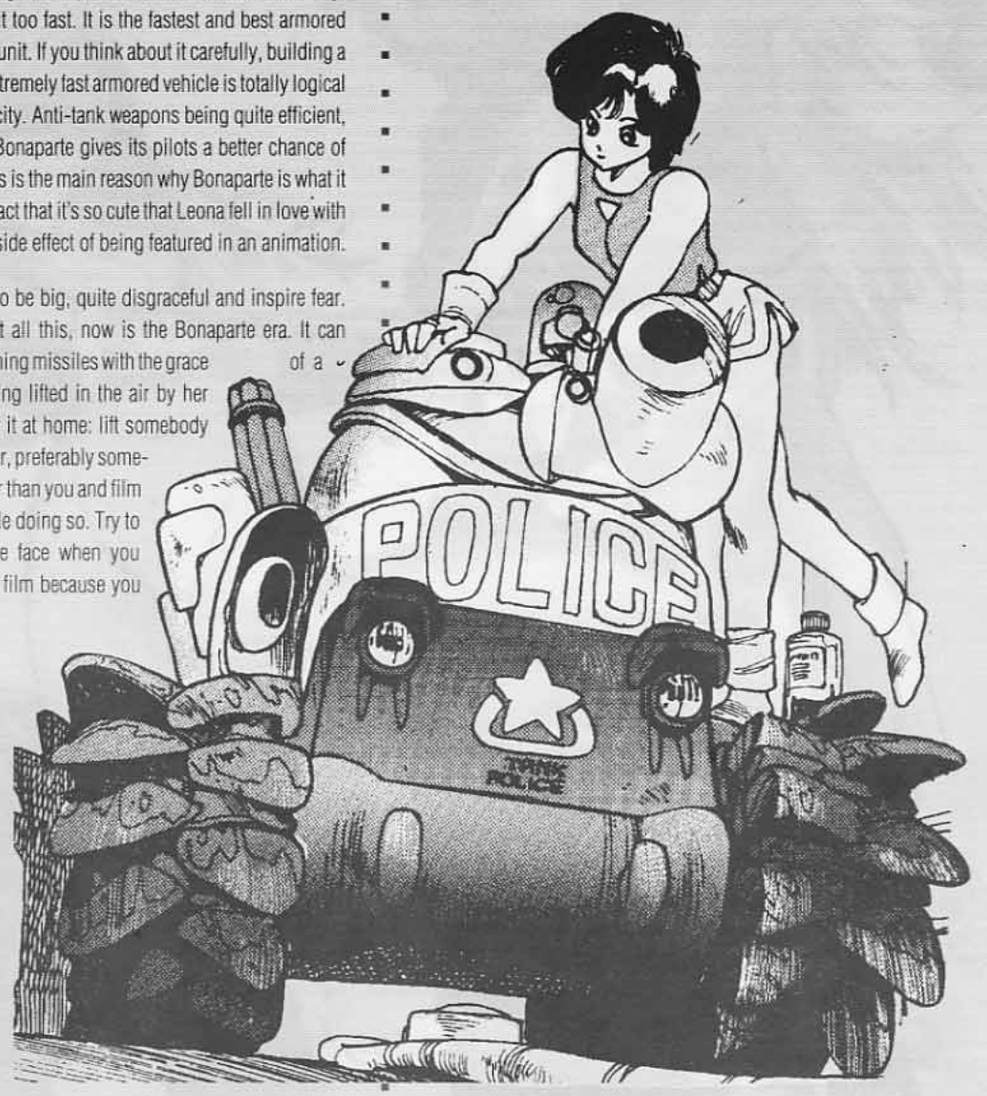
Every science-fiction work, be it books, comics, films, animations, needs technological and scientific devices that do not exist right now. (Well it can still be S-F without any gadget but let's not start this discussion here, right? Please?) Those extrapolations of what science can do, will do and for what reasons are important to reflect the changes it will bring to society. It is also sometimes important for the plot to advance. Dominion is science-fiction animation and as such, brings in some new technology.

The main technological advance featured in Dominion is Bonaparte. This cute little tank, piloted by Leona, is the ultimate product of the same line of thought that brought humanity the Volkswagen Beetle. Bonaparte is approximately the same size as an actual mini-van (a small mini-van). Contrarily to its bigger brother of the Tank Police, Bonaparte is made of metal, hard and cold steel according to squad leader Brenten. It was made from the leftovers of the gigantic Tank Special, destroyed in the line of duty. Even if looking at Bonaparte for the first time can be funny, don't judge it too fast. It is the fastest and best armored Tank Police unit. If you think about it carefully, building a small and extremely fast armored vehicle is totally logical for use in a city. Anti-tank weapons being quite efficient, a Tank like Bonaparte gives its pilots a better chance of survival. This is the main reason why Bonaparte is what it is. Now the fact that it's so cute that Leona fell in love with it is more a side effect of being featured in an animation.

Tanks tend to be big, quite disgraceful and inspire fear. Forget about all this, now is the Bonaparte era. It can dodge incoming missiles with the grace of a ballerina being lifted in the air by her partner. (Try it at home: lift somebody high in the air, preferably somebody smaller than you and film yourself while doing so. Try to keep a stone face when you watch at the film because you will probably look very stupid. Then you will understand what skills it takes Bonaparte's pilot to make it dodge with such fluency.)

And this is just a small part of what it can do, I still haven't talked about what tanks are mostly used for: carrying firepower.

Bonaparte, even considering its rather small size, has all it takes to be a very dangerous opponent in urban combat. The main front gun can be used to fire all kinds of shells, gas grenades, rubber rounds, water, even real ammo if necessary. There is the small rotating six-barreled vulcan gun in the back, that can be nasty against airborne threats. You will say that this is nothing compared to what a real tank carries, but don't forget, Bonaparte is meant for fast urban intervention. Considering what it can be up against, it is certainly an opponent to respect. Even squad leader "The bigger the better" has admitted that Bonaparte has undeniable qualities. Gee, do I sound serious all of a sudden! In general, let's just say that Bonaparte is an excellent part of Dominion; both funny and cute it has a way of imposing itself.



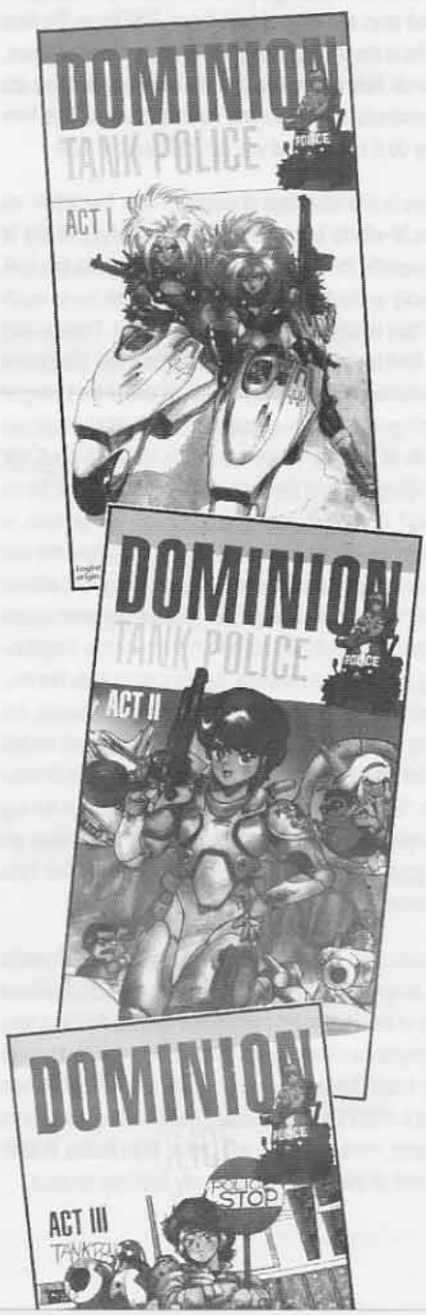
THE ANIMATION

Dominion is one of the highest rating OVA I have seen on the point of animation. As I said before, it was directed by Masamune Shirow. The original story, which is really original and it should be known that it is one of Dominion's great quality, is by Koichi Mashimo. The art direction and character designs are respectively handled by Mitsuharu Miyamae and Hiroki Tagaki. They all did a great job. Dominion's quality is wonderful and everything in it tells us that those who did it really loved their work.

The colors are sharp even if New Port City is a really dark city, they succeeded in giving it a cool look. It must have been hard to make mushroom-shaped buildings look sharp but they did it. Wonderful isn't it? I think so. We also have to give our deepest thanks to all the creative team of Dominion because they gave us not one but two of the greatest animated phantasms, named Uni and Anna Puma. Anybody who does something like this should be thanked in all the possible ways.

The four parts of Dominion' s subtitled version were directed by John O'Donnel. U.S Manga Corps did a most fantastic job in translating and subtitling Dominion. (They're great, if you ever meet them, tell them they are loved by all. It will make them happy and will put a bit of sunshine in their lives.) Note: translation of the first episode was made by U.S Rendition and on the second, third, and fourth, by Neil Nadelman, real good work.

The wonderful people of U.S Manga Corps are also responsible for giving us the (sexy) poster of the Puma Sisters you will find in the middle of this magazine. We thank them a lot, and are extremely proud to give it to you.



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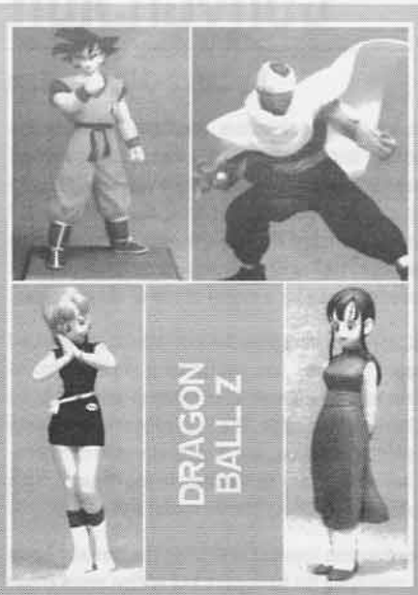

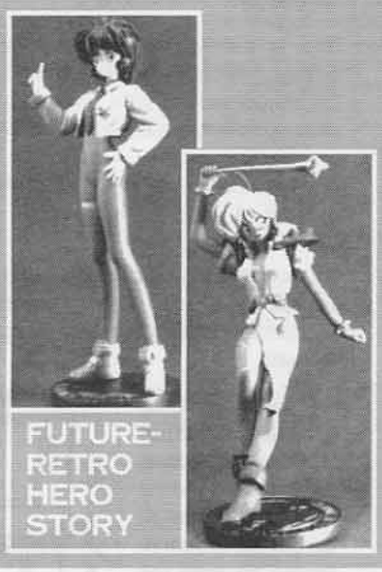

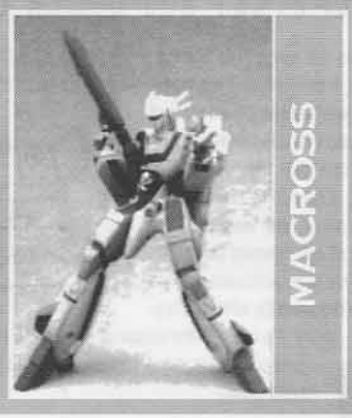

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SCOPEDOG CONVERSION

by Marc-Alex Vézina

When one of our contributors, Stephane Matis, told me about his "Dirty Dog" project, I was really interested because I liked the idea of having a very small mecha being used as a defensive trooper. Just a bit before, I had managed to get my hands on one of Takara small Scopedog in 1/48 scale, and thought that it would make an excellent base for a model of one of his machines.

The Scopedog comes from the animated show Armored Troopers VOTOMS. We published a small technical readout in Mecha-Press 3, so many of you should be familiar with the design. The Scopedog is a very blocky and angular machine, and modifications to its silhouette are fairly easy to achieve if you have a little experience in building plastic model kits.

The conversion involves reshaping the feet and lower legs, modifying the back-pack and adding some armor and crash bars to the arms, legs and torso. In addition to the usual tools (X-Acto knives, putty, sandpaper and glue), you will need some styrene sheets and rods (I used Evergreen sheets). A well-supplied spare parts box can also be useful. Much of the construction proceeds exactly as described in the instruction booklet: only the changes are described in the article. I recommend you read thoroughly the entire article once or twice before beginning.

STEP 1 ARM UNITS

To improve the arm's mobility, I cut it just below the shoulder (see diagram 1). You can either install a functional joint of your own design or simply glue the arm in place. Make the forearm armor according to the template and fold along the dotted line. Be sure to score the plastic with the X-Acto so the plastic won't break. Add putty as necessary to obtain a neat joint between plates. Cut some small discs to make rivet heads, and glue them on the armor. After painting, glue the armor on the forearm: the small wrist plates (kit part B1) are not used.

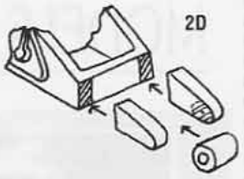
STEP 2 FEET AND LOWER LEGS

Since the feet of the mecha are molded with the lower legs, it prevents the model from having a natural stance. We will separate the feet and rebuild the ankle joints so that we can glue the model in a truly interesting pose. Or, if you want, you can install a pair of commercial ball joints to give it an articulated ankle (see diagram 2); while it's feasible, it's outside the scope of this article (besides, I prefer to glue my small models in a suitably heroic pose).

First, remove the shaded part of the leg as shown in diagram 2B. It can be done by carefully scoring the plastic with an X-Acto or a Dremel motor tool; alternatively, you can use a hot knife (Beware! It burns!). In either case be careful not to remove too much plastic. Only the shaded part goes!

Once this is done, sand the parts to get some nice straight edges. The feet pieces should be glued together now. While the glue sets, prepare two stacks of plastic sheet about 1.5 centimeters by 0.5 centimeter (11/16" by 3/16"). Depending on the thickness of your styrene sheet, you'll need a few to reach the required half-centimeter height (3/16"). These will extend the feet: glue them piece by piece to the front of each foot unit. You get a result like in diagram 2C. Once they're dry, shape them using a file.

The same method is used to build the extra roller wheel at the rear. Use the pattern provided to cut the sheets. Each stack should be 0.4 cm (3/16") thick, and you'll have to make four of them. The wheels are pieces of 0.6 cm (1/4") diameter plastic tubing 0.6 cm (1/4") in length. Use the wheel as a guide to glue the stacks on either side and to the rear of the feet (diagram 2D), but do not glue the wheel now: it will ease painting later. File and putty the stacks to blend them with the foot.

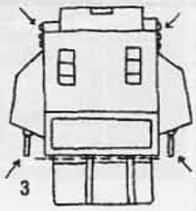


The last piece to add is the ankle. Use the pattern to make two stacks of 0.8 cm (5/16") thickness: each stack should fit snugly on top of the foot. Sand and shape if necessary, then glue them. The feet are now complete. Glue them in the lower legs at a natural angle for the selected posture. Because of the shape of the new ankle, there will be gaps which may result in a weak bond: to prevent this use Milliput™ to build a mount for the foot, or glue it with a hot-glue gun.

Since we destroyed the rear ankle armor plates while cutting out the feet, we have to make some new ones. Use the template and add some rivets using small plastic discs, then glue the plates just below its original position.

STEP 3 BACKPACK

The backpack is shortened and slightly rearranged. Since the Watchdog is sort of a police mecha, it also has a red (or blue) strobe light mounted on the right side of the backpack.



First glue kit parts C6 and C7 together: discard part D6. Next, cut off the lower part of the unit and the small fitting ring on either side (see diagram 3). Remove the small ribs located above the side boxes. Cut a piece of sheet plastic using the template provided: use it to cover the opening under the backpack.

Take kit part D2 and cover the hollow side with a piece of plastic at least 0.15 cm (1/16") thick. Glue it to the right side of the backpack. Cut a ring from a piece of 0.5 cm (3/16") diameter tubing: glue it to the left side, opposite part D2.

The strobe is made with an old LED. I carefully cut the two wires and filed the bottom flat.

Take a piece of thin electrical wire (but not the multi-threads type). Carefully strip it of its plastic sheet and bend it according to the pattern. You can use a thin rod of metal, but you'll find it harder to bend. Drill two small holes on top of part D2 and glue the wire in, making sure there is enough clearance to install the strobe. Glue the strobe after painting is complete.

Raymond P. Campiello (Order #33181648)

STEP 4 CRASH BARS AND DETAILS

The torso and leg-mounted bars are simply pieces of heavy copper wire bent to the right shape: glue them in holes drilled on the parts according to the general view.

The zoom lens of the sensors cluster has to be shortened a bit to clear the crash bar: remove about 0.15 cm (1/16") with a file. You can use epoxy or paper glue to create lens in the holes. I added a searchlight to the right side of the head using pieces from my spare box.

The club is made using left-over bits of tubing, with a small aircraft missile's nose to form the tip of the ram. A piece of rubber tube, representing the hydraulic feed to the ram is glued in the ring on the side of the backpack.

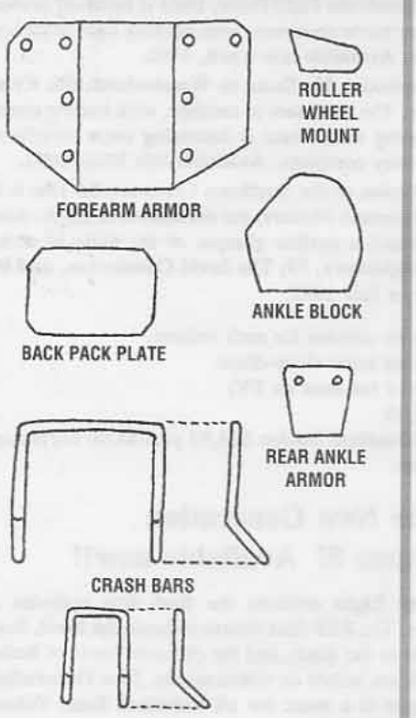
The left arm shield is a piece of plastic bent to shape and detailed using spare parts. The shield I build is a simple riot shield, rectangular (1X2") with some ribbing on the outside.

STEP 5 PAINTING AND FINISHING

I painted the Watchdog dark blue-gray, with some very light gray on the arm and thighs. The riot shield is off-white, with a black band. The ID letters and numbers are yellow and white Lettraset™.

I applied a diluted dark wash to deepen the shadows, followed by a quick drybrushing to highlight the details and rivets. After some quick touch of color in the sensors, my conversion was complete.

TEMPLATES



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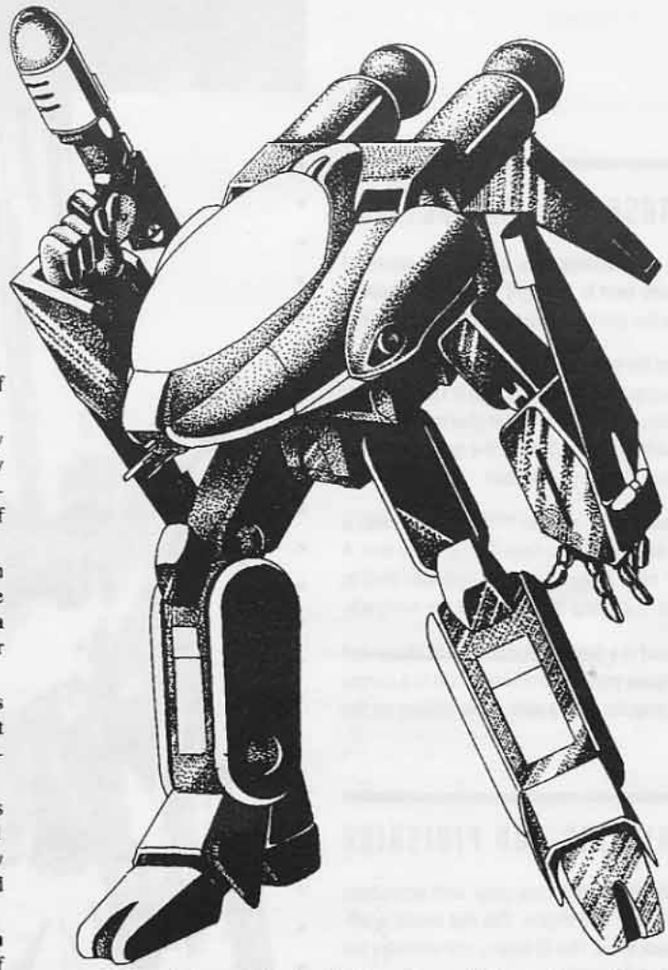

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Volume Two: Contains episodes **40: Volunteers, 41: Half Moon,** and **42: Danger Zone.** More combat and adventure in space and on Earth as the ensuing war begins to heat up. The Masters want something but nobody can figure out what it is. The mystery continues, but spirits are high, the Southern Cross appears to be on a roll. **Available December 1st, 1991.**

Volume Three: Contains episodes **43: Prelude to Battle, 44: The Trap, 45: Metal Fire.** Dana leads her squad into the alien mothership where they experience a number of strange things, encounter Musica, mistress of the Cosmic Harp, and barely escape a trap. civilians are taken hostage and turned into the zombie-like pilots of bioroids. Zor is captured and the mystery and madness thickens. **Available Mid-January, 1992.**

Volume Four: Episodes **46: Star Dust, 47: Outsiders, 48: Deja vu.** Dana continues to exhibit a bit of empathy and psychic hunches and can not shake certain feelings about the captive bioroid pilot (Zor). **Available late February, 1992.**

Volume Five: Presents episodes **49: A New Recruit. 50: Triumvirate, 51: Clone Chamber.** It is decided to induct Zor into the Army of the Southern Cross. A full scale assault is launched against the Masters. Zor, Dana and Bowie get closer to the secret of the Robotech Masters and protoculture. Plus epic space battles! **Available late March, 1992.**

Volume Six: Contains episodes **52: Love Song, 53: The Hunters, 54: Mind Game.** Louie Nichols creates the Pupil Pistol, Dana is involved in more intrigue, while the savage space battle continues, with exciting fight sequences involving the Veritech Copter. **Available late April, 1992.**

Volume Seven: Presents episodes **55: Dana in Wonderland, 56: Crisis Point, and 57: Day Dreamer.** The continues to escalate, with terrible consequences. Zor seems to be going mad, Dana is becoming more rebellious, Bowie finds love and the mystery continues. **Available late May, 1992.**

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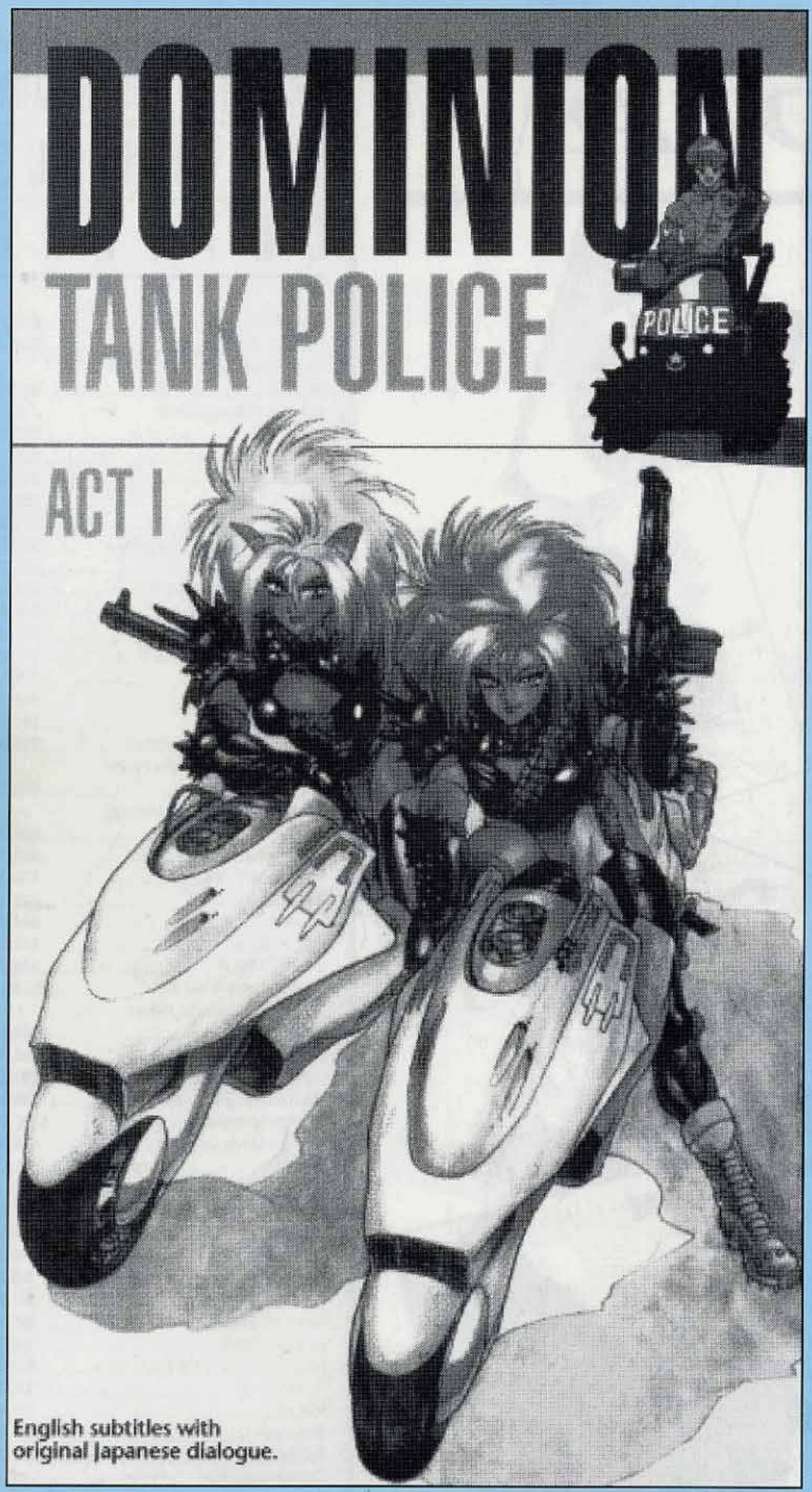

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